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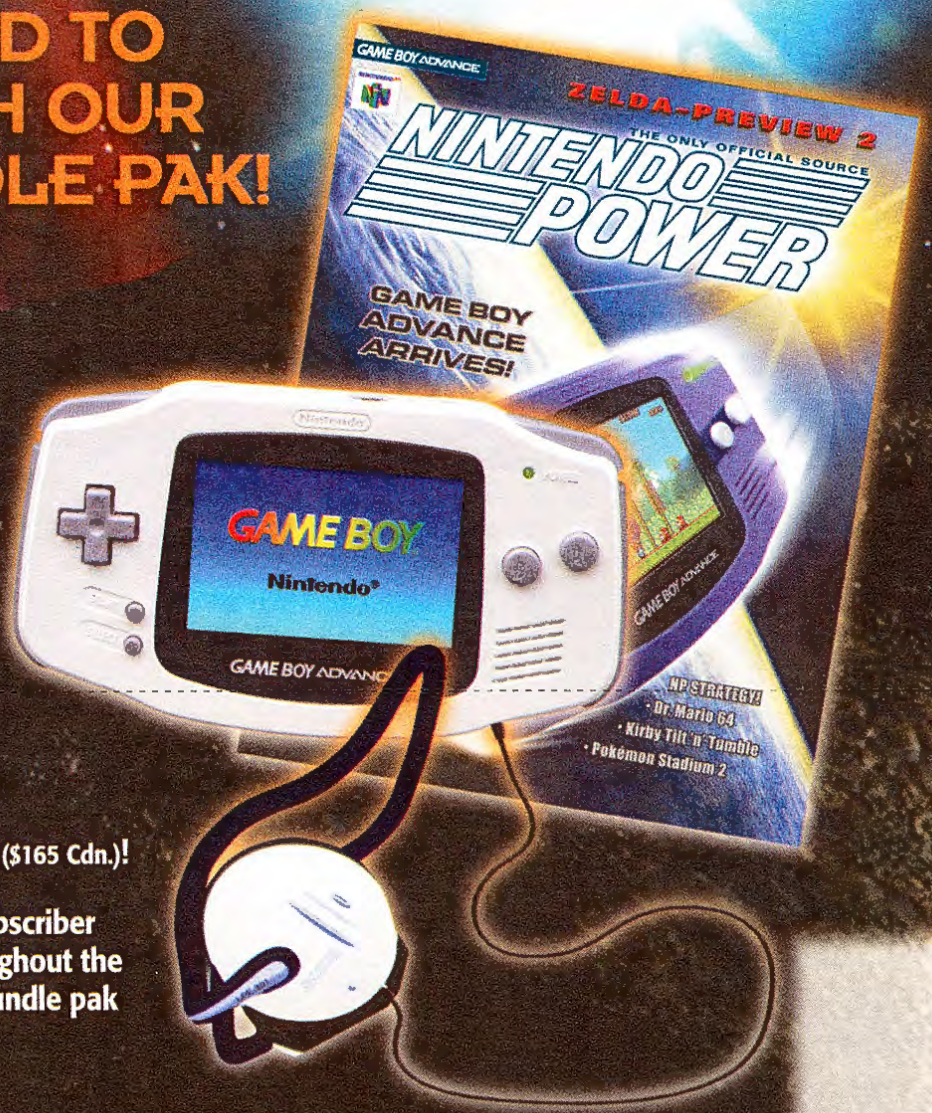

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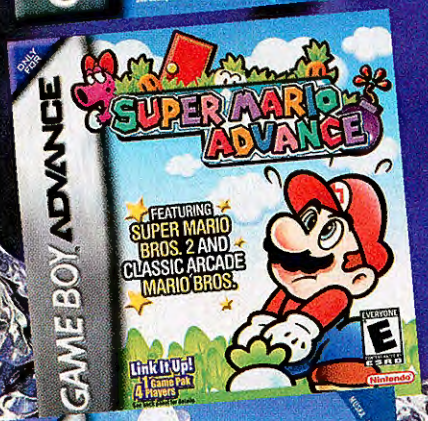

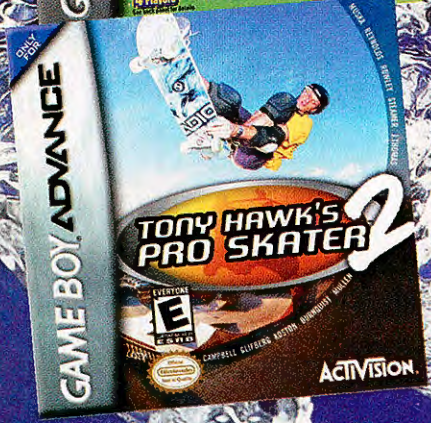

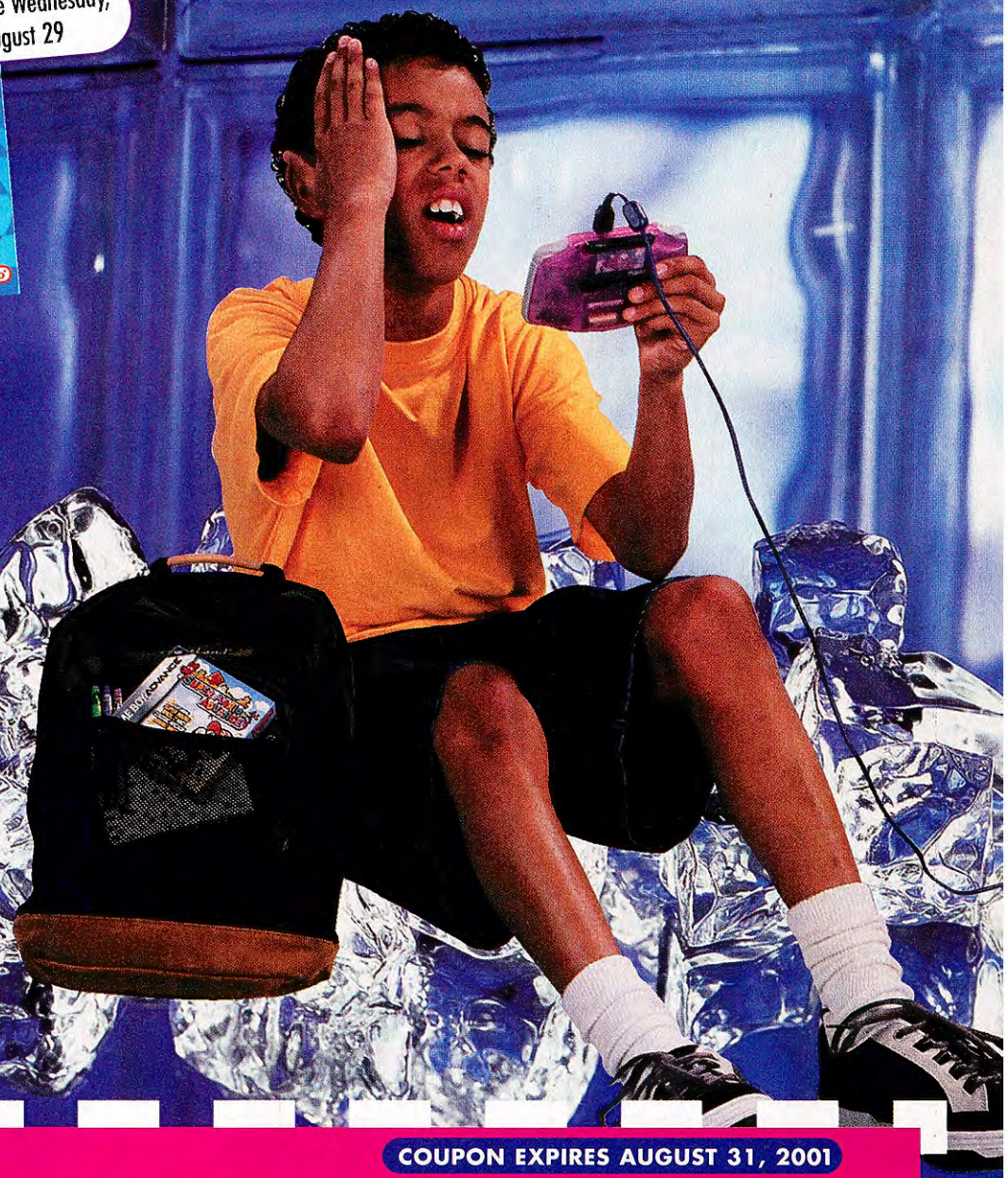

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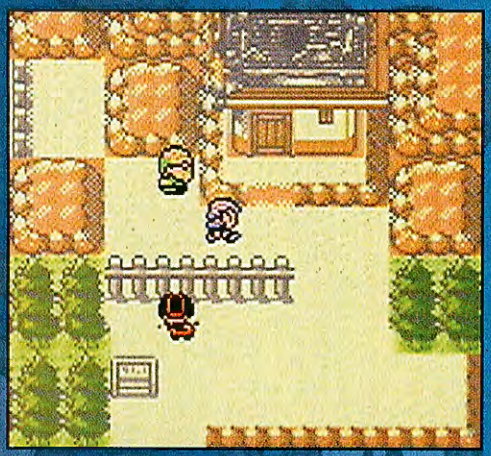
Pokémon®

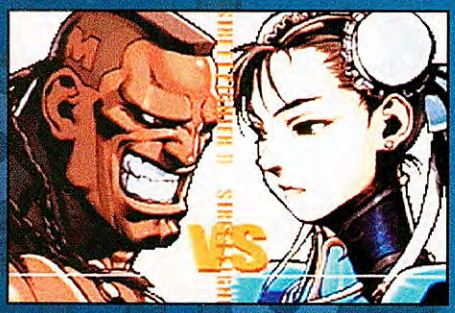
CRYSTAL VERSION

Crystalline Differences 106

Things have changed down in Johto and Kanto, and the differences are reflected in Pokémon Crystal. The new female Trainer is only the tip of the iceberg—you'll treasure the many new gems added to the game since Pokémon Gold and Silver were released. Our detailed analysis will show you where to look for additions—from the Battle Tower to Egg Moves—and leave very little Unown.



Turbo Tournament 28



A decade after Street Fighter II made its debut, Capcom is set to release the definitive version of the game on GBA. Super Street Fighter II: Turbo Revival incorporates the best features from all previous versions of the game. Don't hit the streets—or your opponents—until you've read our strategy review.

Well-Rounded Cube 36

You've probably heard about the incredible new titles on the way for Nintendo GameCube, but you may not know much about the machine that manufactures the magic. We'll take you on a technological tour of the little purple box that can transport you to the edge of your imagination.

Circuit Braking 40

Gentlemen, lady and make-believe animals, start your engines! Nintendo is preparing to wave the checkered flag for Mario Kart: Super Circuit on Game Boy Advance. Don't just sit there idling until it roars onto retail shelves. Put the pedal to the metal and check out our piston-pounding preview.

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PLAYER'S PULSE

What are bosses doing while they wait for you to find them? That's this month's WARA topic, and while many readers asked the bosses directly, others came up with theories of their own—so our ace reporters did some investigating to get the straight story. Now, stop reading and go beat up Bowser!

DEAR MR. BAD GUY . . .

I think Bowser has tea parties with Princess Peach. He also exercises every day to get stronger and drinks a lot of milk.

Richard
Via the Internet

Bowser does what we all do in our spare time, he plays Nintendo! First, he plays Mario Kart and runs Mario into the lava and giggles like a schoolgirl. Then he plays Mario Tennis and watches the replay of himself spiking the ball into Mario for hours. Also, he calls Donkey Kong and yells "sell-out!" before hanging up.

Jeremy Plants
Via the Internet

When informed about the contents of his fan mail, Bowser stressed that he hates milk, tea and exercise, but can't wait to pummel Mario in Super Smash Bros. Melee.

Hey, Master Hand, what do you do while waiting in Super Smash Bros.?

Jonathan Perrone
Philadelphia, PA

Last we checked, Master Hand was trying to learn how to clap. He's also signed up for a six-week correspondence course that teaches strategies for rock, paper, scissors and making shadow puppets.

It took me about a year and a half to reach Ganondorf in Ocarina of Time. Did he just sit there the whole time playing the organ? And wouldn't Zelda suffocate in that big crystal?

Doug Wilson
Pasedena, MD

Ganondorf spent so much time practicing the organ, he's decided to start a band called The Baddies Four with Bongo Bongo on drums, the Skull Kid on ocarina and Odolwa as the lead singer. We also learned that Zelda survived the crystal because Ganondorf poked air holes in it with his long, nasty fingernails.

I know! Bosses call their evil friends and trade Famous Villain Cards. They probably work out in a secret gym, too. Or else they just sit on their big heinies eating pork rinds, watching the big screen TV and waiting for an annoying hero to knock on the door.

SK8R5501
Via the Internet

I bet I know what the bosses do. First, they gather their best pals and write out a will. When lunchtime rolls around, they crack open the Spam and dill pickles while losing their life savings on a poker game. After clearing out the entire fridge, they flop down on the couch and watch TV, just waiting . . . waiting . . . waiting . . .

Captain Proton
Via the Internet

As overheard in the employee cafeteria—Bowser: First pork rinds, now Spam? I can't believe gamers think we eat that stuff!
Ganon: I can't believe we're being mocked by someone named Captain Proton.

I want to know what Goht from Majora's Mask would do while waiting for you to show up. I think he hangs out in a pool hall waiting

LETTER OF THE MONTH

I was looking through the E3 article in Volume 145 for the third time when I noticed something strange. One of the Nintendo GameCube Controllers had an extra switch on it, and it was missing a cord. Is that a cordless Controller, or just an early prototype that won't be released?

Rushan Shekar
Vancouver, BC

The new goody you saw is called the Wireless Wavebird Controller, and it's cordless as you guessed! Mr. Miyamoto even used one when he introduced Pikmin to the world at E3. The shiny, silver Wavebird will let you pummel baddies, completely tangle-free, from up to 30 feet away. We're expecting to see it soon after the GCN launch.

for someone to put 50 cents in him for a 30-second ride. I bet as soon as Link defeats him, the manager of the pool hall sues Link for destroying a perfectly good mechanical bull ride.

Stu
Via the Internet

Bull rides? When told of Stu's theory, an angry Goht stamped his foot and claimed that he'd never been so insulted—and the ride costs 75 cents, thank you very much!

My question is for the dog in Duck Hunt. What do you do when you're not laughing at people for missing their ducks?

Woody Houser
Camano Island, WA

The dog laughs at people for no reason at all and attends Fran Drescher film festivals.

I have three theories of how baddies spend their time. First, they play the game to see how it ends. Second, they read Nintendo Power to know all the tricks and moves the hero has. And lastly, they write tell-all biographies about themselves and how cruelly life treats them.

Cristian
Via the Internet

While waiting to battle you, I bet bosses drink tea and watch reruns of "Monty Python's Flying Circus."

Jremo07
Via the Internet

We also caught a few bosses practicing their silly walks. Except for Mother Brain, that is.

Obviously, Ganondorf plays mah-jongg, K. Rool draws his favorite Pokémon and Dracula from Castlevania watches old vampire movies and says, "Zat is zo inaccurate!"

Colin Dyson
Via the Internet

Dracula released a statement which says: "Oh, I would never do zat. Most of my time iz zpent zharpening my beautiful fangz."

My friend keeps bugging me about what Dark Link would do. Does he ride some kind of Dark Epona, or is he just trying to get revenge?

Jon Eubank
Madison Heights, VA

Dark Link whips out his GBC and plays Perfect Dark—what else?

Hey, Red, in Pokémon Gold and Silver, you wait for the hero in a cave. A cave! That's got to be the most boring place in the world. How do you pass the time?

Eric Stallings
Virginia

Those in the know claim that Red has a pretty nice rock collection going. We also found him playing Pokémon Crystal and talking to the stalagmites.

I was playing Star Fox 64 and wondering what Andross does while he's waiting for me. I mean, he's just a giant head and two hands, so he couldn't play any sports.

Kevin Morris
Clackamas, OR

Actually, according to his high-powered agent, Andross plays many sports. Ping-Pong and foosball are his favorites. He also likes to golf, but he has to pay 75 cents so Goht will carry him from one hole to the next.

I think bosses watch Pokémon and eat cheese puffs because no one wants to touch orange, cheesy fingers!

Anonymous
Via the Internet

Editor's Note: We're having such a good time making fun of the evil baddies that we're going to do it every month! Next time we'll—oh, hey, Bowser! Ganon, Andross, Mr. Blonde. How y'all doing? Um, what's that big sword for? Wait a sec . . . aaaiiee, we're outta here!

ICE, ICE, BABY

In the upcoming Nintendo GameCube title, Super Smash Bros. Melee, there are a pair of characters called the Ice Climbers. My friend and I are debating where they came from. I say they come from an NES game, and he says they are from a Super NES game called Ice Climbers. So, who's right?

Jaime
Via the Internet

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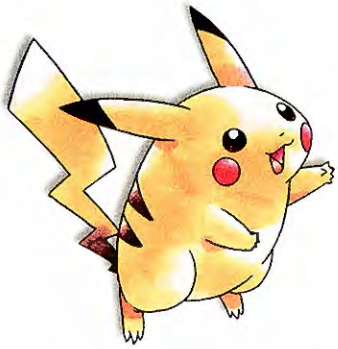
The cute little fighters are from a 1985 NES game called Ice Climber, which was one of the first Nintendo titles ever released.

WATCH FOR FALLEN POKéMON

The only way to revive a fainted Pokémon is to take it to a Pokémon Center or use a Revive. So, what happens to Pokémon that you defeat in the wild? Do they just lay there forever? Or are there people who are hired to go pick them up, revive them and set them free?

Brian Huber
Via the Internet



Not to fear—fainted wild Pokémon are taken care of by other kind Trainers, random passersby and Nurse Joy on her days off.

WE WERE JOUST WONDERING

My cousin and I love the old game Joust, the one where you ride an ostrich around and try to catch hatching eggs. We would both like to see the game remade for one of your systems.

Trista
Via the Internet

You can find Joust and a host of other great old-school games, including Root Beer Tapper, Defender, Robotron 2084, Sinistar and Spy Hunter, on the N64 game Midway's Greatest Arcade Hits Volume One.

ALL SYSTEMS GO

I simply love the Super NES, but one day I brought my game to a friend's house and his Super NES was totally different. Mine is big and square and has an eject button, while his is round and small. What's going on? Does one of us have a bootlegged system?

Josh
Via the Internet

Without a picture of your friend's system, it's a little hard for us to tell—but we're guessing that your buddy has the re-released version of the Super NES. The new unit, launched in 1997, functions just like a traditional Super NES, but it has a sleeker design and is missing the eject button. We've included a picture of the updated Super NES so you can compare the two units.

YOU'RE CRAZY

I heard a rumor that you guys would be making Crazy Taxi for the GCN? Is it true? I hope so!

Clay Mills
Via the Internet

Road rage fanatics can take heart—Acclaim announced at E3 that the company will bring Crazy Taxi to the GCN.

IT'S A GAMBLE

I just had to write a letter about Majora's Mask. The Lottery Shop in West Clock Town always rips me off! They should turn it into a restaurant, a jaccuzi, or a barber shop. Then the teacher at the Swordsmans' School could get a haircut.

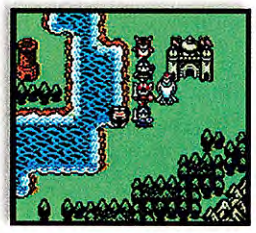
Matthew Brennan
Pompton Lakes, NJ

Much like lotteries in real life, your chances of cleaning up at the Clock Town Lottery Shop are pretty slim. Why not invest your money with the local banker instead?

POWER CHART

What's in a name? How about everything! Below, we've listed the titles of 10 Nintendo games from such exotic, far-flung locales as Japan, Spain and even Holland. Take a peek and see if you can figure out their North American titles. The answers appear at the end of Player's Pulse, but no cheating!

THE MYSTERIOUS 10



1. **Dragon Quest**
2. **Lylat Wars**
3. **BioHazard 2**
4. **Mother 2**
5. **Time Warrior**
6. **Holy Magic Century**
7. **GASP**
8. **Super Mario USA**
9. **Pop N' Pop**
10. **Star Twins**

YOU'RE A WINNER!!!

We've got a winner in our Player's Poll Contest from Volume 140, in which we gave away a Majora's Mask fishbone guitar. The lucky winner (besides Mr. Miyamoto, who was surprised and thrilled to receive a similar guitar at E3) is Reuben Qualls, from San Jose, California. Reuben's all-time favorite game is Majora's Mask, and he's a huge fan of Zoras in particular, so it was a double treat for him to win the slick axe. Reuben also enjoys designing works of art on his home computer and listening to music of all kinds.

CHANGE YER OIL

Here's an amazing story. A while back, I left my Game Boy sitting on top of a box in the garage. Later, I went back to find it and it was gone. About a week later, my dad found it inside a pan of dirty motor oil! I think it fell in while my dad was working on the car. Upset, I checked to see if it still had any life in it. Amazingly, after a little cleaning, it still worked! The screen has a couple of black lines through it, but otherwise it works perfectly.

Adam Ryan
Milwaukee, WI

Though we strongly suggest that you NOT dip your Game Boys into any liquid, it's still a harrowing tale of survival. We imagine that we'll hear some equally impressive Game Boy Advance endurance tales in the coming years.

MORE GORE? SNORE.

I saw something funny in Volume 145. The skater on page 120 looks like a young Al Gore! I don't know about you, but I'm keeping that issue in my lockbox.

Andrew Magnus
Carrollton, TX

Al Gore? We think that Mr. Tony Hawk, the skater you're referring to, would take issue with your assertion. But who knows? Maybe you'll be able to unlock George W. Bush as a playable character in Tony Hawk 3!

DOUBLE-PLUS GOOD

I was curious what C++ is. I know it has something to do with programming games, and I ask only because I want to be a game designer. Maybe I can send you my first game and join the Nintendo team!

Mike Tober
Via the Internet

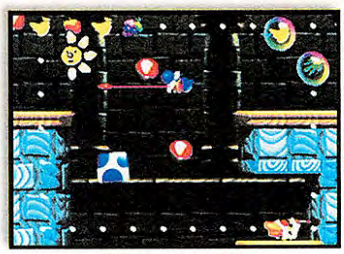
C++ is what is known as a programming language. In simple terms, it is a computer program that allows people to write other computer programs. If you're interested in learning how to design and program games, C++ would be a great place to start. Check out your local school, library or electronics store for more detailed information. And while we're sure that your forthcoming game will be top-notch, Nintendo can't accept unsolisited games or game ideas because of legal reasons.

DIGGING UP THE PAST

I've been studying dinosaurs for over 10 years, and I think that Yoshi is a Struthiomimus. It was the same size as a person and just as speedy and nimble as Yoshi. It probably ate fruit and berries, and it would have swallowed its food whole, since it didn't have any teeth. Unfortunatly, no one knows what its tongue looked like, since all anyone has ever found is bones!

Jonathan Kane
Via the Internet

Wow! What a cool bit of info. We think we'll keep calling him Yoshi, though, since Struthiomimus's Story just doesn't have the same ring to it.



Border Art Provided By:

Theresa Barrilli, Doylestown, PA
Christina Brooks, Memphis, TN
Sean Cherry, Virden, IL
Kathryn DeFeo, New Fairfield, CT
Matthew Dietrich, Kalama, WA
Patrick Fewless, Portage, MI
Casey Flynn, Morristown, NJ
Travis Gendron, Topsham, VT
Michele Herrera, Boca Raton, FL
Rocky Holland, Climax, NC
McLean Krieger, Littleton, CO
Carlos Martinez, Caguas, PR
Chad Minnis, Princeton, IN
Troy Olmeth, Grand Rapids, MI
Sam Richter, Excelsior, MN
Harsan Sidhu, Fresno, CA
Marisa Valleau, Wainwright, AB

Power Chart Answers:

1) Dragon Warrior
2) Star Fox 64
3) Resident Evil 2
4) Earthbound
5) Turok: Dinosaur Hunter
6) Quest 64
7) Deadly Arts
8) Super Mario Bros. 2
9) Bust a Move
10) Jet Force Gemini

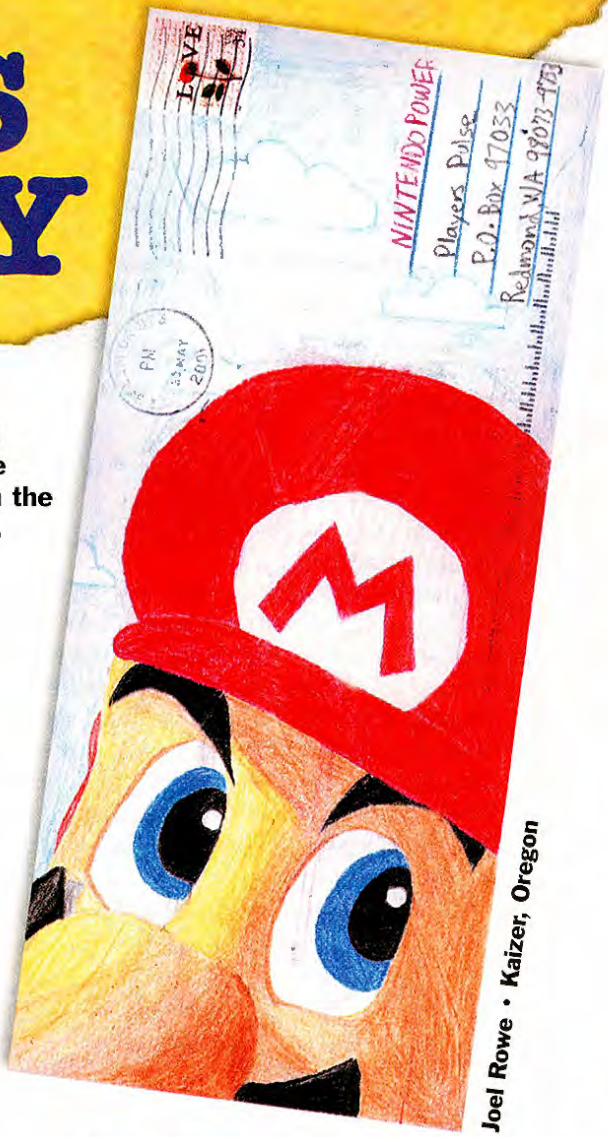
WRITE AWAY, RIGHT AWAY

This month's Write Away, Right Away will appear in our October issue, so we're going to celebrate with a hair-raising question: Who (or what) is the scariest character you've ever met in a game? And what's the most frightening scene in Nintendo history? Send questions, comments and your spookiest answers to the address at the boo-ttom of page nine.

ARTIST'S GALLERY

Every month is a good month in the Artist's Gallery, but we're especially wowed by our current crop of creative classics. Keep those pencils flying and brushes dabbing, because we're still looking for more awesome Game Boy Advance artwork. We'll showcase your best takes on the newest member of the Nintendo family in the September issue.

David Bennet • Coral Gables, Florida

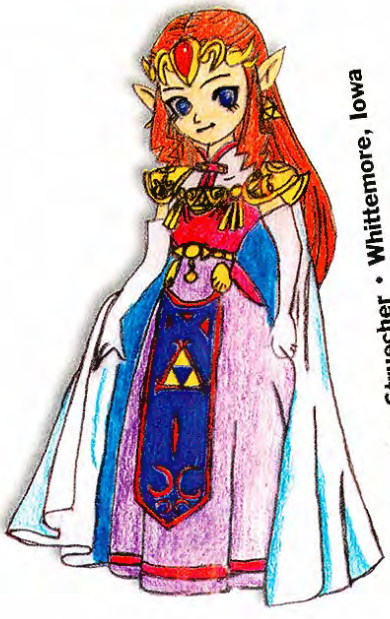


Joel Rowe • Kaizer, Oregon

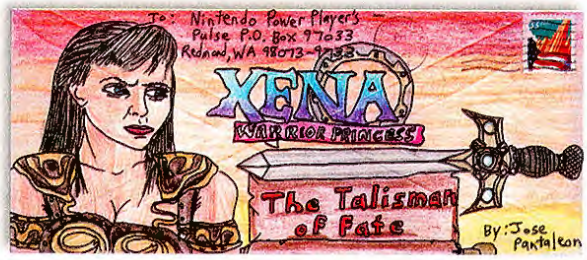
Stefan Reyes • Uvalde, Texas

Cindi Bascus • Yerden, Oklahoma

Matt Potter • Keller, Texas



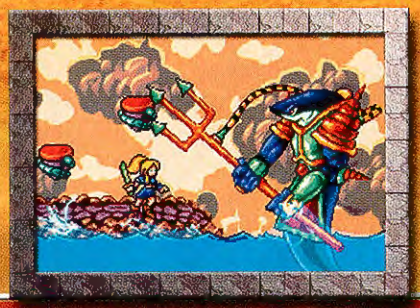
Brandon Struecher • Whittemore, Iowa

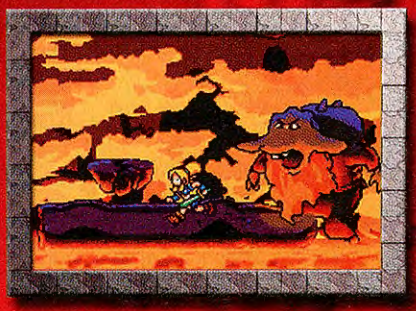

To: Nintendo Power Player's Pulse P.O. Box 97033 Redmond, WA 98073-9733
XENA
WARRIOR PRINCESS
The Talisman of Fate
By: Jose Pantaleon

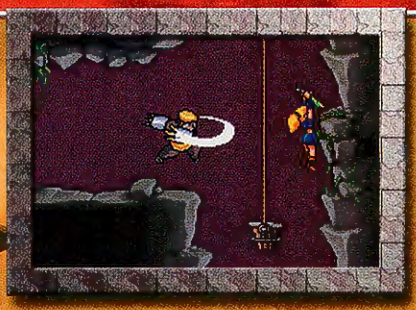
Jose Pantaleon • Lauderdale Lakes, Florida

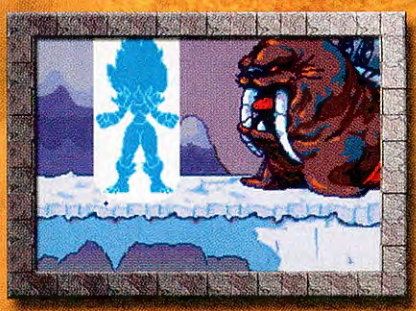
Joshua Birlson • Springdale, Arizona

Lady Sia™









She Lives For Adventure
She Fights to Save Her Kingdom
She Needs You to Watch Her Back

Lady Sia, bold defender of a world overrun by a hideous race of beastmen, stands alone against the ruthless T'soas. Fighting her way across land, sea and air to free political prisoners and collect weapons, she must harness the elemental magic of flood, firestorm and lightning for a final showdown against an unforgiving foe.

- 36 magical maps across 4 unique worlds.
- 32 bizarre enemies, including voracious Chameleonmen, sword-wielding Waspmen, the Giant Walrus and the Foxwoman
- Multiple in-game puzzles and secret levels waiting to be discovered
- Lady Sia morphs into a giant Sasquatch to battle enormous boss sprites
- A riveting storyline, dynamic animated sequences and awesome anime-style art

RATING PENDING
RP
Visit www.esrb.org or call 1-800-771-3772 for more info
CONTENT RATED BY ESRB

RFX

GAME BOY ADVANCE

www.ladysiagame.com

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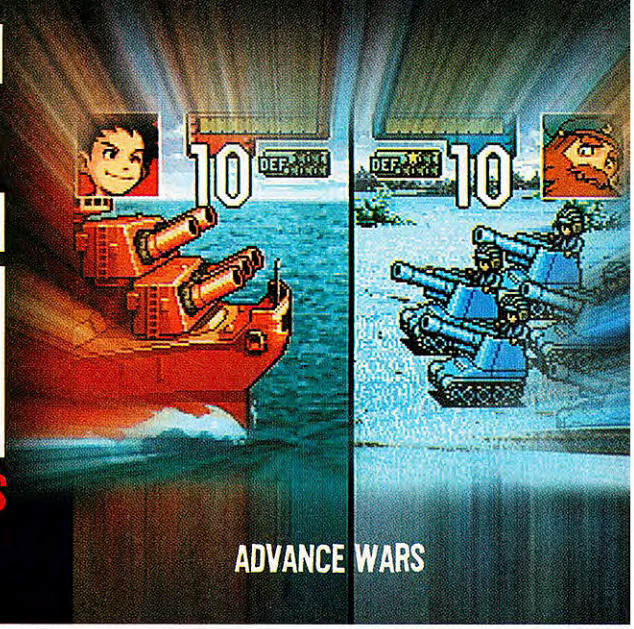
TDK mediactive

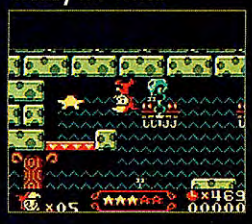
GAME WATCH

THE ONLY INSIDE SOURCE FOR ALL NINTENDO NEWS



THIS MONTH

Wendy the Witch



Klonoa: Empire of Dreams

Luigi's Mansion

Spyro: Season of Ice

Also this month:
Jurassic Park III: Park Builder
BackTrack
Madden NFL 2002
Tang Tang
Driven

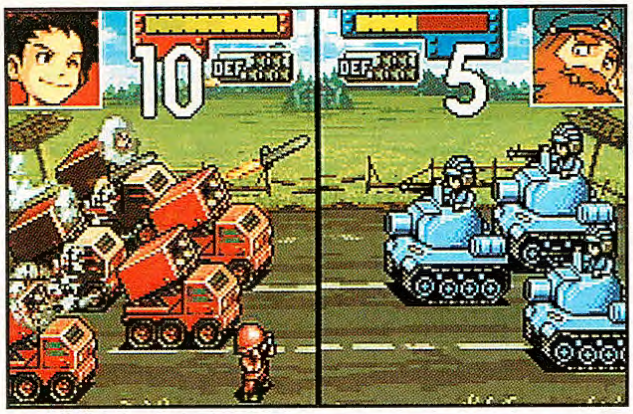
THQ AND UBI SOFT REVEAL BIG GCN PLANS

Another pair of heavyweight video game publishers has climbed into the ring with Nintendo GameCube (GCN) with plans to bring winning titles to the new console. THQ and Ubi Soft both recently announced huge support for Nintendo's upcoming next-gen system.

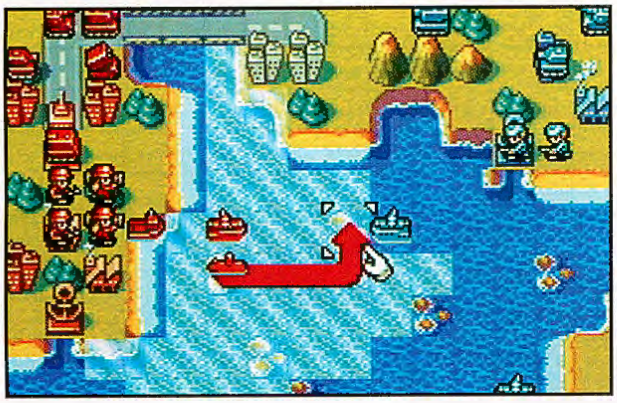
THQ announced that it will initially publish up to 15 titles for Nintendo's dedicated game console, which is due to be launched on November 5th, 2001. The publisher of such sizzling franchises as World Wrestling Federation, Scooby-Doo and Tetris, THQ is set to provide GCN owners with a rich library of varied games. Wrestling is the big deal, of course. THQ's stranglehold on the wrestling game front is the stuff of legends. But THQ plans to go even further, publishing original titles, action-sports games, kids games and exclusive licensed titles, as well. Some of the first THQ games to appear for Nintendo GameCube will be a World Wrestling Federation Wrestlemania game, MX 2003 Featuring Ricky Carmichael, Rugrats and Tetris Worlds. Other titles in the lineup are Jimmy Neutron: Boy Genius, SpongeBob Squarepants, Rocket Power and Scooby-Doo. What's in store for players? In Tetris Worlds, players will puzzle through variations of Tetris as it is played on other planets or stay on familiar ground with Classical Tetris. Ricky Carmichael will include a freestyle mode, an open cruising mode and superrealistic courses modeled using satellite data. Many of the games are set to be released in the fall of 2002, but Wrestlemania, Tetris Worlds and MX 2003 Featuring Ricky Carmichael are scheduled to be released in early 2002 or in the spring.

Not to be outdone by anyone, Ubi Soft is the latest third-party publisher to announce support for Nintendo GameCube. Just prior to presstime, Game Watch received the official word from Ubi Soft that a whopping 19 titles are in development, including Tarzan, Rogue Spear and Rally Simulation. The 16 games not mentioned by name will be announced later. What we know is that Tarzan is based on the Disney property and Rogue Spear comes from the publisher of Rainbow Six for the N64, Red Storm, which Ubi Soft acquired earlier in the year. We should have more details on both of these and other Ubi Soft titles soon. In the meantime, welcome aboard to our friends at Ubi Soft and THQ. With EA, Sega, Acclaim, Midway and now THQ all backing Nintendo GameCube with multiple titles, the stage is set for a great first year of third-party games. Next month, we expect even more third-party announcements for GCN. It's just the beginning. Their announcements put the number of official third-party titles for GCN at well over 70 games. And the count goes on.

ADVANCE WARS IS ADVANCING FUN



Nintendo is ready to go to war armed with a brilliant strategy game for Game Boy Advance the likes of which you've never seen. In the real world, war is anything but fun. But in the hands of Nintendo's game designers, armed strategic conflict turns into a captivating mental battlefield that takes no prisoners. Advance Wars for GBA features strategy gaming worth fighting for. Whether you're an old general, having defeated Command & Conquer, Civilization or StarCraft 64, or a raw recruit eager to see some action, Advance Wars has the depth of strategy and easy learning curve that will win your heart.

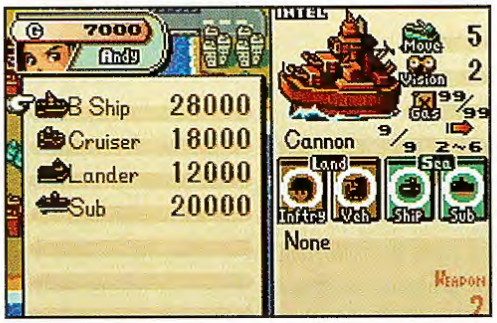


RULES OF ENGAGEMENT

Advance Wars is based on a very popular series of Game Boy titles from Japan. The GBA version goes further than the original games and adds an incredible array of options that give the game virtually bottomless depth. In brief, you play the role of a commander, moving various types of units around on a map, commanding your units to attack and retreat, building new units and deploying them to your advantage. Some units have an edge on certain types of terrain or when used against particular types of enemy units. There are 18 units, including land, sea and air types. You can roll over the enemy in heavy tanks, launch rockets at them from a distance, sneak up on them in submarines or bomb them from the air. Players capture cities and factories, hide units in the Fog of War and airlift troops to capture the enemy's HQ behind the front lines. There's almost no limit to the types of maneuvers you can make, and you'll have to be pretty cunning to outmaneuver the commanding officers of the enemy. In each mission, you'll begin with predeployed units or factories for building your own units. To win, you must capture the enemy's HQ or destroy all enemy units.

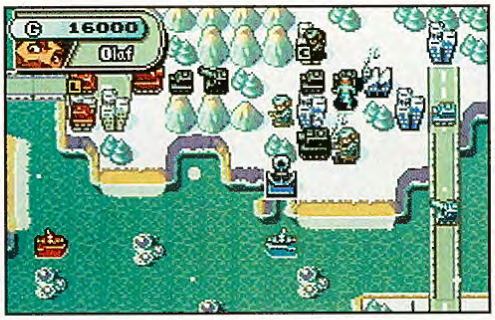
WINDS OF WAR

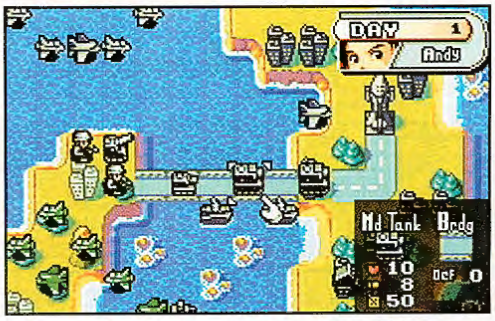
The game takes place in a fictional region divided into four countries. In the single-player missions, you are fighting for the Orange Star army against the forces of Blue Moon, Green Earth and Yellow Comet. An excellent tutorial series of missions teaches you the basics of the game before launching you into the real fray. Commanding Officer (CO) characters join you during missions, lending their special CO Powers to the action. One CO's special power might be to repair all units while another one might create blizzard conditions. As you progress in the Campaign Mode, you can choose different COs to work with and different paths to follow. But the single-player option is just the beginning of the challenge. Advance Wars lets you choose from two-, three- and four-player battles, with new maps for each option—144 maps in all. You can play Single-Pak battles using one Game Pak and multiple GBAs, or Multi-Pak battles where everyone has an Advance Wars Game Pak. You can even take turns with a single Game Boy Advance, passing the GBA unit to the next player after each turn. In the single GBA mode, the Fog of War will conceal what your enemies are up to.



BATTLE READY

Advance Wars is one of the best turn-based strategy games we've ever seen for any computer or video game system, and it's bound to become a classic. The missions are complex but not overwhelming, and the handy grading system lets you know if you've been successful or if you should take another stab at a mission. The in-game information is staggering. You can check on the status and range of troops, types of terrain and mission objectives all with the push of a button. To top it all off, Advance Wars has a map creation mode for building your own battlefields, which you can exchange with other players. If you like strategy games of any type, you owe it to yourself to check out Advance Wars next month when it is released.





UNLEASH THE FOGS OF WAR!

FIRST PLAY

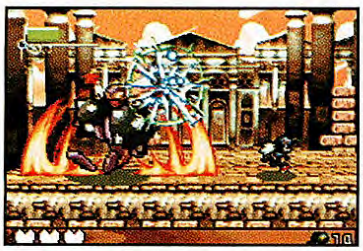
HANDS-ON PREVIEWS OF UPCOMING GAMES

WENDY IS TOPSY TURVY

Although there aren't as many games in development for Game Boy Color now that Game Boy Advance is sweeping the world, there are a number of great games still headed to the mighty handheld. Wendy the Witch from TDK is one of the games to watch. The surprising platformer stands the gaming world on its head with a unique style of play control that lets players switch the orientation of gravity from the floor to the ceiling. When you flip gravity by double-jumping, you end up walking and jumping on the ceiling just as if you were on the floor. The clever bit is that the game requires you to switch orientation to figure out puzzles, defeat enemies and avoid traps. It's one of the freshest approaches to the venerable platform formula that we've seen in years. TDK also published the Shrek fighting game—but even though Wendy the Witch doesn't have as great a license, it does have superior game play.

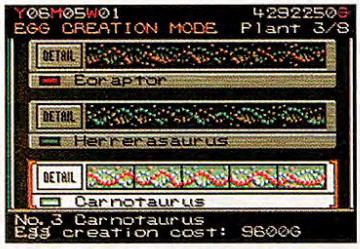
NAMCO'S EMPIRE OF DREAMS

Klonoa: Empire of Dreams from Namco adds to the growing library of quality platformers for Game Boy Advance that should appeal primarily to young players. Klonoa is a catlike creature who captures enemies and uses them to jump to otherwise out-of-reach platforms. The puzzles start off easy and become increasingly challenging after a few stages. There's a great deal of exploration, a slew of boss characters and even some bonus rounds to mix things up. Klonoa must collect keys, stars and hearts to pass each stage, but figuring out how to reach items and doors is the real challenge. The cute graphics and music may not appeal to hardcore gamers, but the action will prove to be a winning distraction for almost any age or skill level. Klonoa first appeared on the PSX, and the transformation to GBA left the game just as appealing and completely intact.



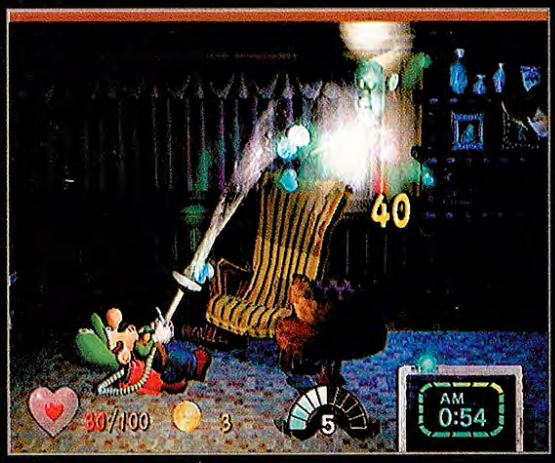
BUILD IT AND THEY WILL COME

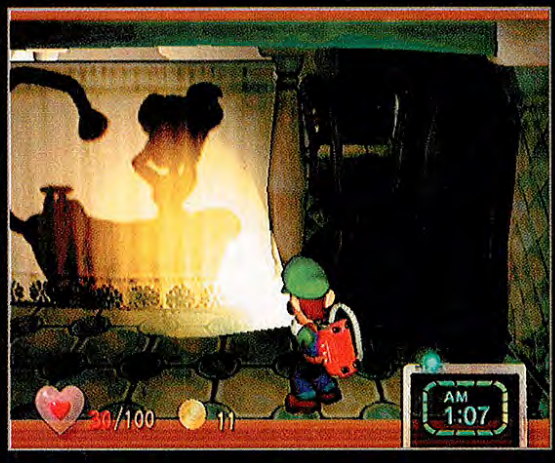
Konami is boldly going where no Game Boy publisher has ever gone before in Jurassic Park III: Park Builder. Players create a theme park with dinosaur attractions and the goal of making the park a profitable venture. You begin with virtually nothing except the amazing technology to extract DNA from amber and turn it into dinosaurs and a fairly hefty bankroll to get you started. The game is separated into two basic stages. In the first stage, your job is to build the park, designing it to maximize income while reducing costs and providing dinosaurs that will be the main attraction. You'll begin by searching the world for amber, examining DNA, hatching dinosaurs and building paddocks, roads, hotels, gift shops and more. In the second stage, players run the park once it's open for business. It's a matter of managing costs while continuing to build newer attractions with rarer dinosaurs. The second stage involves a lot of tweaking to get things right. With 140 dinos and dozens of building options, JP3: Park Builder turns into a monumental game. It may not appeal to everyone, but if you've spent countless hours fiddling with PC classics such as SimCity, Theme Park or Roller Coaster Tycoon, you won't want to miss this rare catch.

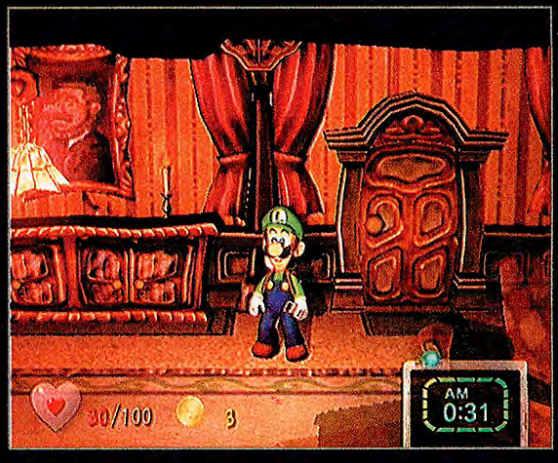


ILLUMINATING LUIGI

Luigi's Mansion for Nintendo GameCube is one of the most impressive visual experiences you're likely to see on any next generation video game console. The exclusive screen shots shown here demonstrate a few of the capabilities of the GCN, but it's impossible to appreciate the power of the console and the game fully until you see the animation for yourself. For instance, Luigi's flashlight plays off the furniture and objects in the room just as a real flashlight would illuminate a dark chamber. In one shot you can see Luigi using his vacuum tool to suck up a stray ghost. What you can't see is the stream of particles actually being sucked into the device. Fortunately, the day is fast approaching when you'll see Nintendo GameCube for yourself.







LUIGI CAN SEE THE LIGHT....

N-SIDER NEWS

BREAKING NEWS IN THE WORLD OF GAMES

WEB-SLINGING ON THE GBA

Spider-Man: Mysterio's Menace from Activision will be released this fall, but Game Watch has recently reviewed a copy that looks virtually finished this summer. Vicarious Visions, the folks who wowed the world with Tony Hawk's Pro Skater 2 for GBA, are getting set to turn the action-hero gaming world on its ear. Spider-Man

Spider-Man: Mysterio's Menace

features excellent moves and brilliant graphics. Spidey does it all, from clinging to walls to throwing up web shields to protect himself from Mysterio's thugs. If you grab the Spidey armor you can swing into action without fear of being squashed, and there are several other suit upgrades to grab. Whether you're crawling up a skyscraper or solving a mystery at Empire Metals, Spider-Man is fast, fun, superhero action that you won't want to miss.

IT AIN'T OVER 'TIL IT'S OVER

There's still some life left in the Nintendo 64, in spite of what some people are saying. EA Sports is going to release **Madden NFL 2002** for the N64 this September. The award-winning football sim gets new life with its Training Mode and Madden

Madden NFL 2002 for N64

Classic Mode. In the Madden Classic Mode, gridiron fans can relive the glory of the classic Madden '93 for Super NES, but all the teams will be updated with today's rosters.

The second big news item for the N64 is that BAM! Entertainment is bringing out a **Powerpuff Girls** fighting game for the 64-bit console this fall. The multiplayer game lets fighters choose their favorite Powerpuff Girl and use cool attacks, such

Powerpuff Girls for N64

as the Ice Breath, Fire Laser Eyes and Tornado Moves. Battle Arenas include Mojo Jojo's volcano lair, Townsville City Dump and Fuzzy Lumpkin's country shack.

SPYRO'S ADVANCE

Universal Interactive Studios is jumping into the video game world in a big way with several titles coming up for Game Boy Advance led by Spyro the Dragon. Yes, Spyro is moving to GBA in **Spyro: Season of Ice**, where gamers will experience the heroic dragon's signature modes of play, including 3-D adventure, speedways, minigames and bonus levels. The game begins when Spyro's friend, Zoe, is captured by a wicked wizard. Spyro and

Spyro: Season of Ice

pals Hunter and Sparx race to save Zoe and other frozen fairies before time runs out. It's an all-new game in new worlds with new enemies, and it's only on Game Boy Advance.

PUT A LITTLE TANG IN YOUR GAME BOY ADVANCE

Take Two Interactive's **Tang Tang** for Game Boy Advance combines the avoidance action of the original Donkey Kong with the step-building, puzzle action of the NES classic, Solomon's Key from Tecmo. Tang Tang has a definite retro feel to it, but the action is fast and fun. Your goal is to build steps to reach the Energy Crystals. Somehow that will prevent an invasion of aliens. Players will find 120 increasingly

Tang Tang

difficult levels in 24 worlds with bosses. Each level is a room filled with baddies and Energy Crystals. Take Two hopes to release Tang Tang by the end of August, so you won't have long to wait to try it out.

BAM! IS DRIVEN

Last month we gave you a peek at BAM! Entertainment's first-person shooter, **Ecks vs. Sever**. This month we took another GBA title for a test drive. Based on the recent movie featuring Sylvester Stallone, **Driven** is about fast cars and life in the fast lane of professional racing. BAM!'s game covers the same ground in the Scenario Mode. There are plenty of other gaming options, though, including an Arcade Mode and Multiplayer Modes. The overhead racing view is surprisingly good, and the play control will leave you feeling as if you've

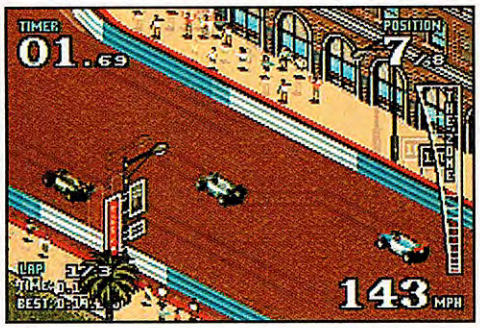
GAME WATCH FORECAST

Pikmin

Nintendo

Mario Kart: Super Circuit

Nintendo



Driven

really been out on the track. BAM! also let us sneak a peek at **Sports Illustrated 4 Kids Baseball**, another GBA game headed to stores this fall. We had a chance to play SI4K Baseball at E3, where we marveled at the 3-D graphics of an early version of the game.

Sports Illustrated 4 Kids Baseball

BACKTRACK CUTS NO SLACK

Telegames is working on what is likely to be the first first-person shooter to be released for Game Boy Advance. BackTrack is a Doomlike FPS with a terrific arsenal of weapons, such as a shotgun, chainsaw, bubble blaster and suction device. Saving the world should be easy with help like this. We'll have more next month.

BackTrack

GAME BOY ADVANCE

- ADVANCE WARS
- AERIAL ACES
- BACKTRACK
- BANJO-KAZOOIE: GRUNTY'S REVENGE
- BREATH OF FIRE
- CAESARS PALACE
- DEXTER'S LABORATORY
- DIDDY KONG PILOT
- DISNEY'S ATLANTIS: THE LOST EMPIRE
- DK COCONUT CRACKERS
- DOOM
- DRIVEN
- ECKS VS. SEVER
- EUROSOCCER
- F-18
- FIEVEL: AN AMERICAN TAIL
- FINAL FIGHT ONE
- FIRE EMBLEM
- THE FLINTSTONES
- GOLDEN SUN
- GT ADVANCE CHAMPIONSHIP RACING
- HARRY POTTER AND THE SORCERER'S STONE
- JIMMY NEUTRON
- JURASSIC PARK III: PARK BUILDER
- KAO THE KANGAROO 2
- KLONOA: EMPIRE OF DREAMS
- LADY SIA
- LAND BEFORE TIME
- LEGO BIONICLE: QUEST FOR THE TOA
- LEGO ISLAND II: THE BRICKSTER'S REVENGE
- LEGO RACERS II
- M&MS: LOST IN TIME
- MARIO KART: SUPER CIRCUIT
- MAT HOFFMAN'S PRO BMX
- MEGA MAN BATTLE NETWORK
- MEN IN BLACK
- METROID IV
- MLB SLUGGERS
- MONSTERS
- NAMCO MUSEUM
- NFL BLITZ 2002
- NHL HITZ 2002
- PAINTBALL
- PLANET MONSTERS
- POCKY AND ROCKY
- POWERPUFF GIRLS
- PREHISTORIK MAN
- READY 2 RUMBLE BOXING: ROUND 2
- ROCKET POWER
- RUGRATS
- SABREWULF
- SCOOBY-DOO AND THE CYBER CHASE
- SHAUN PALMER'S PRO SNOWBOARDER
- SPIDER-MAN: MYSTERIO'S MENACE
- SPONGEBOB SQUAREPANTS
- SPORTS ILLUSTRATED 4K BASEBALL
- SPORTS ILLUSTRATED 4K FOOTBALL
- SPYRO: SEASON OF ICE
- SUPER MARIO BROS. 3
- SUPER MARIO WORLD
- TACTICS OGRE
- TETRIS WORLDS
- (THE) SIMS
- TINY TOONS (2 TITLES)
- WARIO LAND FOR GBA
- WORLD WRESTLING FEDERATION
- X-MEN: REIGN OF APOCALYPSE
- YOSHI'S ISLAND
- YOSHI'S STORY

NINTENDO GAMECUBE

- 18-WHEELER: AMERICAN PRO TRUCKER
- ALL-STAR BASEBALL 2002
- ANIMAL FOREST
- BATMAN
- BOMBERMAN
- CRAZY TAXI
- DAVE MIRRA FREESTYLE BMX 2
- DONKEY KONG RACER
- DUKE NUKEM FOREVER
- ETERNAL DARKNESS
- JIMMY NEUTRON: BOY GENIUS
- KAMEO: ELEMENTS OF POWER
- LUIGI'S MANSION
- MADDEN FOOTBALL 2002
- MARIO KART
- METROID PRIME
- MICKEY MOUSE FOR GCN
- MONKEY BALL
- MX 2003 FEATURING RICKY CARMICHAEL
- NBA COURTSIDE 2002
- NBA STREET BASKETBALL
- NFL BLITZ
- NFL QUARTERBACK CLUB 2002
- NHL HITZ
- PIKMIN
- RALLY SIMULATION
- RAVEN BLADE
- RESIDENT EVIL ZERO
- ROCKET POWER
- ROGUE SPEAR
- RUGRATS
- SCOOBY-DOO!
- SPONGEBOB SQUAREPANTS
- SSX SNOWBOARDING
- STAR FOX ADVENTURES: DINOSAUR PLANET
- *STAR WARS*: ROGUE LEADER: ROGUE SQUADRON II
- SUPER SMASH BROS. MELEE
- TARZAN
- TETRIS WORLDS
- TUROK EVOLUTION
- VIRTUA STRIKER 3
- WAVE RACE: BLUE STORM
- WRESTLEMANIA
- XG3 EXTREME RACING
- ZELDA FOR GCN

NINTENDO 64

- MADDEN NFL 2002
- POWERPUFF GIRLS
- TONY HAWK'S PRO SKATER 2

GAME BOY COLOR

- DRACULA CRAZY VAMPIRE
- DRAGON WARRIOR MONSTERS 2
- HARRY POTTER AND THE SORCERER'S STONE
- HARVEST MOON 3
- MEGA MAN EXTREME 2
- TOMB RAIDER: CURSE OF THE SWORD
- WENDY THE WITCH
- THE WORLD IS NOT ENOUGH

Nintendo ONLINE NP

Unlock the Mystery—Online!

With the late-July release of Pokémon Crystal fast approaching, our online group is planning something big to celebrate the game's arrival. While Pokémon Crystal features most of the same locations and situations as Pokémon Gold and Silver, there are some significant changes and updates in the game, including the addition of a controllable Female Trainer and the emergence of Suicune as a featured character. The online promotion focuses on the Ruins of Alph and the more important role that the mysterious Unown play in the game.

There are 26 Unown—one for every letter in the alphabet. In the game, you'll find Unown symbols that are arranged side by side to spell clues. If you interpret the clues correctly, you'll find hidden rooms that contain loads of special items.

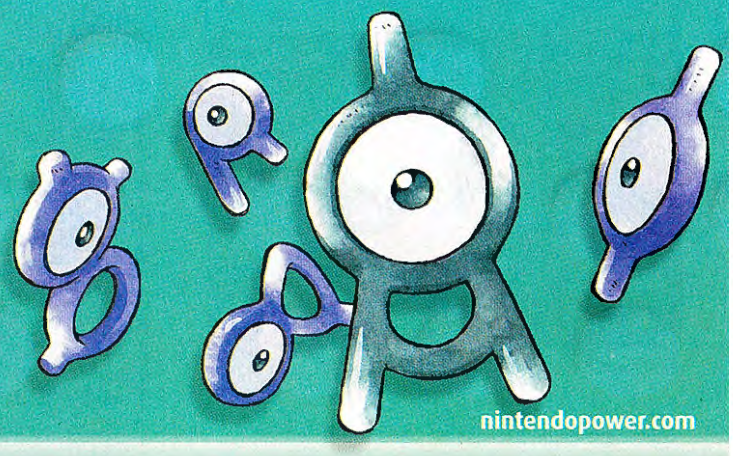
The website—look for a link on pokemon.com—will showcase games that are based on the mystery of the Unown. When you visit the site, you'll discover Unown in the place of traditional letters in a collection of eight word searches, cryptograms and other puzzles that involve identifying or rearranging words. You can also play sliding tile puzzles of the type that are included in the Ruins of Alph section of Pokémon Crystal.

Some of the puzzles are just for fun, but solving others will get you cool downloads, such as wallpaper or a screen saver. You can even download an Unown font!

The site is guaranteed to provide visitors with a sense of what Pokémon Crystal is like and offers fun puzzles to decipher in anticipation of the puzzles and challenging battle situations in Pokémon Crystal.

The site will also include information about and an entry form for the official Pokémon Crystal sweepstakes. The grand prize is a trip for four to the Mayan ruins of Mexico. One lucky Pokémon fan will be able to make the leap from the Ruins of Alph to the real-life ruins of an ancient civilization.

The site is set to launch a few days before the game's July 30th release date. For more information on the game, see our Pokémon Crystal review in this issue, which begins on page 106.



QUICK BYTES

POWER PLUG

The online companion to Nintendo Power magazine is nintendopower.com. Every month, our online group updates the site to reflect the contents of the magazine's latest issue. Among the updates are movies that illustrate tips from strategy articles. This month, look for movies that show tips for Pokémon Crystal, Super Street Fighter II Turbo Revival and much more.

WHADYA THINK?

Your input regarding Nintendo Online is welcome and requested. Drop us an e-mail at onlineinput@nintendo. com to put in your two cents on the types of articles that you'd like to see in Nintendo Online. It's your magazine, and we'd like to hear what you have to say!

CHATS RESUME

For the past few months, we have put online chats with the writers of Nintendo Power on hold, because of technical issues. Rest assured that once the online chat rooms are up and running again, the Power staff will return to spread the gift of game knowledge on the first weekday of every month, 7:00 p.m. Eastern/4:00 p.m. Pacific.

HIT LIST

On the Hit List, we normally track traffic on official Nintendo sites that are dedicated to a particular game or game series. Since the month of May saw a lot of general interest in E3 and Game Boy Advance, we'll widen our scope this issue to show the top five of all official sites.

1. nintendo.com
2. pokemon.com
3. gameboy.com
4. e3.nintendo.com
5. store.nintendo.com

HELLO, CAMPERS

Camp Hyrule 2001, the biggest Nintendo-related online chat event of the year, will happen Monday, August 13th through Friday, August 17th at camphyrule.com. Campers will meet for an hour every day in assigned "cabin" chat rooms to take part in a variety of games and activities, including campfire stories about the ghosts of Luigi's Mansion—oooh, scary! A Camp Hyrule sweepstakes will send one lucky camper home with a Nintendo GameCube system. Check camphyrule.com or nintendo.com for registration information.

NINTENDO WEBSITE LIST

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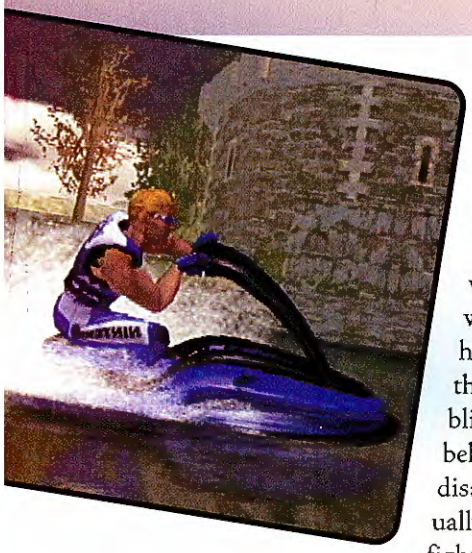
radiozelda.com
ridgeracer64.com
rogue.nintendo.com (Star Wars: Rogue Squadron)
smashbros.com
starcraft64.com
starfox64.com
swracer.n64.com (Star Wars: Episode I: Racer)
tiltntumble.com
waluigi.com
warioland3.com
yoshisstory.com
zelda.com

When you see the NP logo next to a tip or game preview in Nintendo Power, it means you can get more info on nintendopower.com.

COMING SOON TO A NINTENDO GAMECUBE NEAR YOU...

ACTION!

WAVE RACE: BLUE STORM, SUPER SMASH BROS. MELEE AND MADDEN NFL 2002 ARE READY FOR THEIR CLOSE-UPS.



WAVE RACE: BLUE STORM

The competitors wait in tense anticipation. Their watercraft bob slightly on the dark water—the waves aren't going to be a problem. A misty, gray fog hangs over the water, obscuring the buoys that mark the course. The countdown ends, the blue light blinks on and the engines growl. Foam sprays from behind the racers as they cut across the water and disappear into the haze. The early morning fog gradually evaporates as the racers dart between the buoys, fighting for position.

STORMY WEATHER

Wave Race: Blue Storm challenges players to take on treacherous, twisting courses under all kinds of conditions, from bright sunshine and gentle waves to lightning-streaked, rainy days and churning, violent water. If a winding course with tight turns and even tighter lanes is tough to navigate when the weather is sunny and the water is still, imagine what it's like when there's too much fog to see the other riders and the waves make it hard to stay upright! Most of the courses are playable in different weather conditions, which adds to their replay value.

MAKING WAVES

Players can race against seven computer-controlled opponents in one-player mode, or against three friends in multiplayer mode. The Turbo feature allows players to earn a speed boost if they can stay on course past several markers. The waterlogged action doesn't let up for a minute in Nintendo's stunning addition to the Wave Race family of games.

Beautiful-but-treacherous courses, realistic water effects and changing weather conditions are just some of Wave Race: Blue Storm's incredible features.

Super Smash Bros. Melee

Mario leaps onto a platform, landing face-to-face with a tottering Goomba. A Koopa Paratroopa hovers a few steps beyond. From out of nowhere, Mario pulls out a yellow cape and snaps it at the Goomba, then jumps up to punch the Koopa Paratroopa in a flurry of coins and fists. Mario leaps to a grassy ledge and is suddenly attacked by . . . Team Yoshi?

Simply Smashing

Super Smash Bros. Melee is an incredibly fast fighting experience, where timing, skill and knowledge of the characters is far more important than button mashing. The game's single-player Quest Mode features charming, GCN powered glimpses of some famous Nintendo game locales and enemies. The multiplayer Melee and Tournament Modes feature smaller environments based on famous Nintendo landmarks, including a treacherous F-ZERO track where players must watch out for a flurry of futuristic autos.

Up to four players can participate in the fracas. Each famous Nintendo mascot has his, her or its own unique style of battling. To be a true Super Smash Bros. Melee master, players will have to learn to play well with every single character.

The single-player mode is different from that in Super Smash Bros. for the N64. Players have to fight through very familiar environments to get to the traditional Super Smash Bros. brawls. For example, Mario takes on some old enemies on his way to battle Team Yoshi.

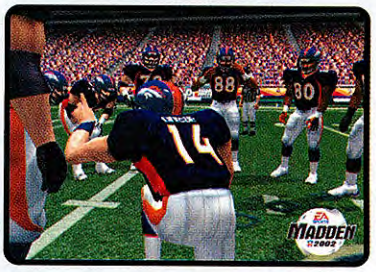
Madden NFL 2002

It's late in the game on a frigid Sunday afternoon in Minnesota. Inside the Metrodome, hot, artificial light glints defiantly off the helmets of the opposing linemen. Vikings' QB Daunte Culpepper's eyes reveal nothing except a calm determination. Down by six. Thirty seconds left. He knows it. Everyone in the stadium knows it. Lesser teams would have given up by now. But not this team. Not when it's this close. Randy Moss stands motionless, his muscles tense, as he readies to explode off the line of scrimage. "Hut! Hut! HIKE!"

Fantasy Football

Madden NFL 2002 lets everyone experience gridiron greatness, Nintendo GameCube style. The game has many different modes that cover the game of football in exhaustive detail. The Easy Play Mode is a basic game where players pick teams and little else. Exhibition Mode is the Easy Play Mode with all of the options open for tweaking. Season Mode allows players to take a team through an entire season. Franchise Mode gives players the chance to run a team the way the owners and coaches do in real life, complete with the NFL Draft. The Houston Texans, the new expansion team, appear in the Franchise Mode. The Tournament Mode lets four, eight or 16 players participate in a tournament. The Custom League is a tournament competition with customizable playoff options. The Situation Mode gives control freaks the ability to create and play any insane game situation they can come up with. Two modes are new to the line of Madden games: Two-Minute Drill Mode, and Training Mode. In Two-Minute Drill Mode players control the offense during a two-minute drill where everything from getting out-of-bounds to scoring touchdowns earns points, arcade-style. Training Mode features John Madden explaining offensive plays to players, who must then recreate the plays on the field.

Huddle Up!



Get into the huddle with Madden NFL 2002's excellent camera angles. It's even better than television.

Make a Pass

Madden NFL 2002 lets you get up close and personal with players and teams you know and love.

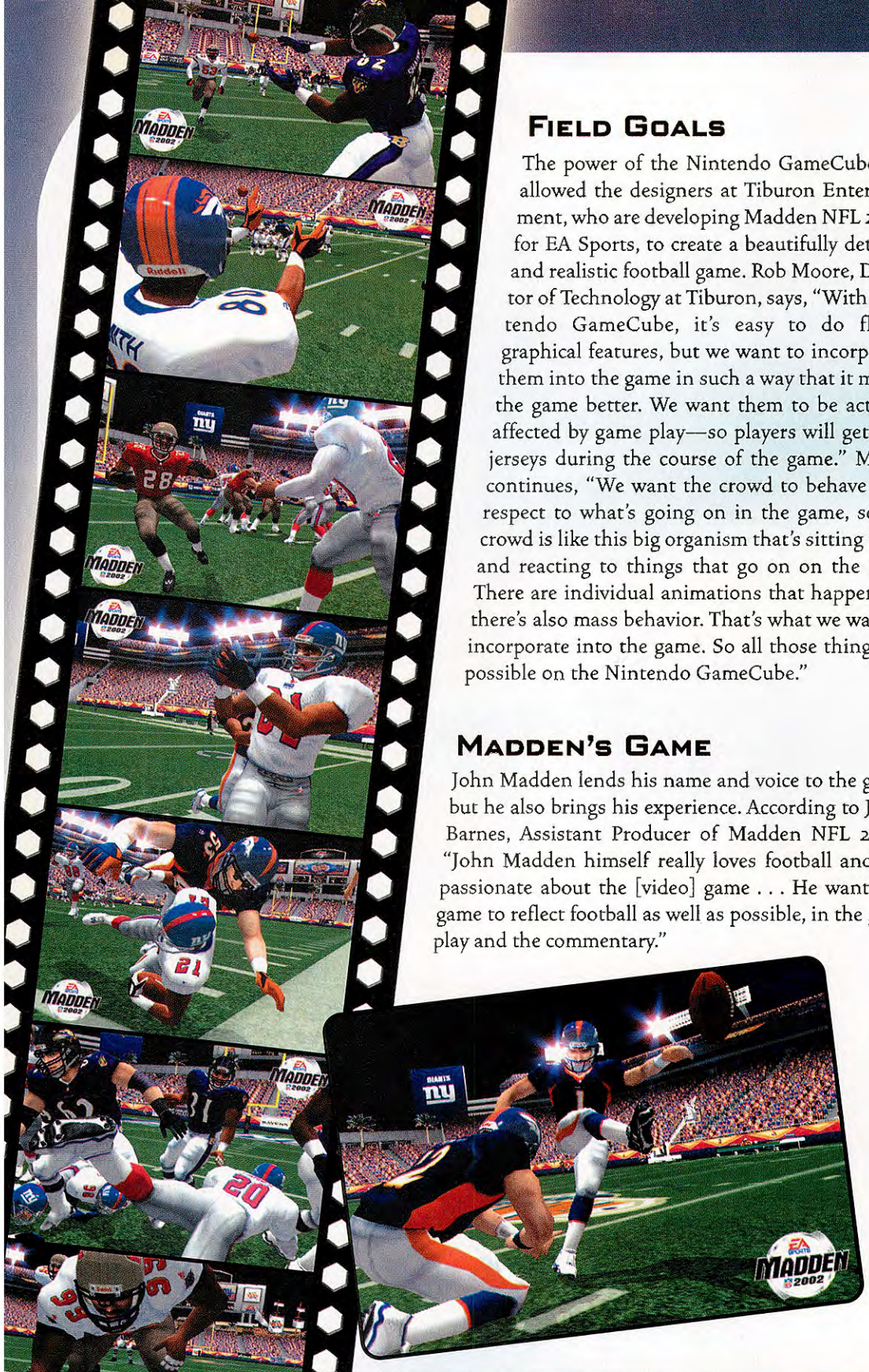
Nearly 20 different body types add to Madden NFL 2002's sense of realism. Previous Madden games have used as few as three body types.

Field Goals

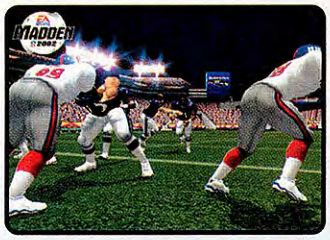
The power of the Nintendo GameCube has allowed the designers at Tiburon Entertainment, who are developing Madden NFL 2002 for EA Sports, to create a beautifully detailed and realistic football game. Rob Moore, Director of Technology at Tiburon, says, "With Nintendo GameCube, it's easy to do flashy graphical features, but we want to incorporate them into the game in such a way that it makes the game better. We want them to be actually affected by game play—so players will get torn jerseys during the course of the game." Moore continues, "We want the crowd to behave with respect to what's going on in the game, so the crowd is like this big organism that's sitting there and reacting to things that go on on the field. There are individual animations that happen but there's also mass behavior. That's what we want to incorporate into the game. So all those things are possible on the Nintendo GameCube."

Madden's Game

John Madden lends his name and voice to the game, but he also brings his experience. According to Jason Barnes, Assistant Producer of Madden NFL 2002, "John Madden himself really loves football and he's passionate about the [video] game . . . He wants the game to reflect football as well as possible, in the game play and the commentary."



The Play's the Thing



As with previous versions of Madden NFL, 2002 has individual playbooks for every computer team.

Get Your Kicks

Madden NFL 2002 lavishes attention on kickers with the Kick Meter. The meter changes depending on the kicker's rating.

Broken Tackle?

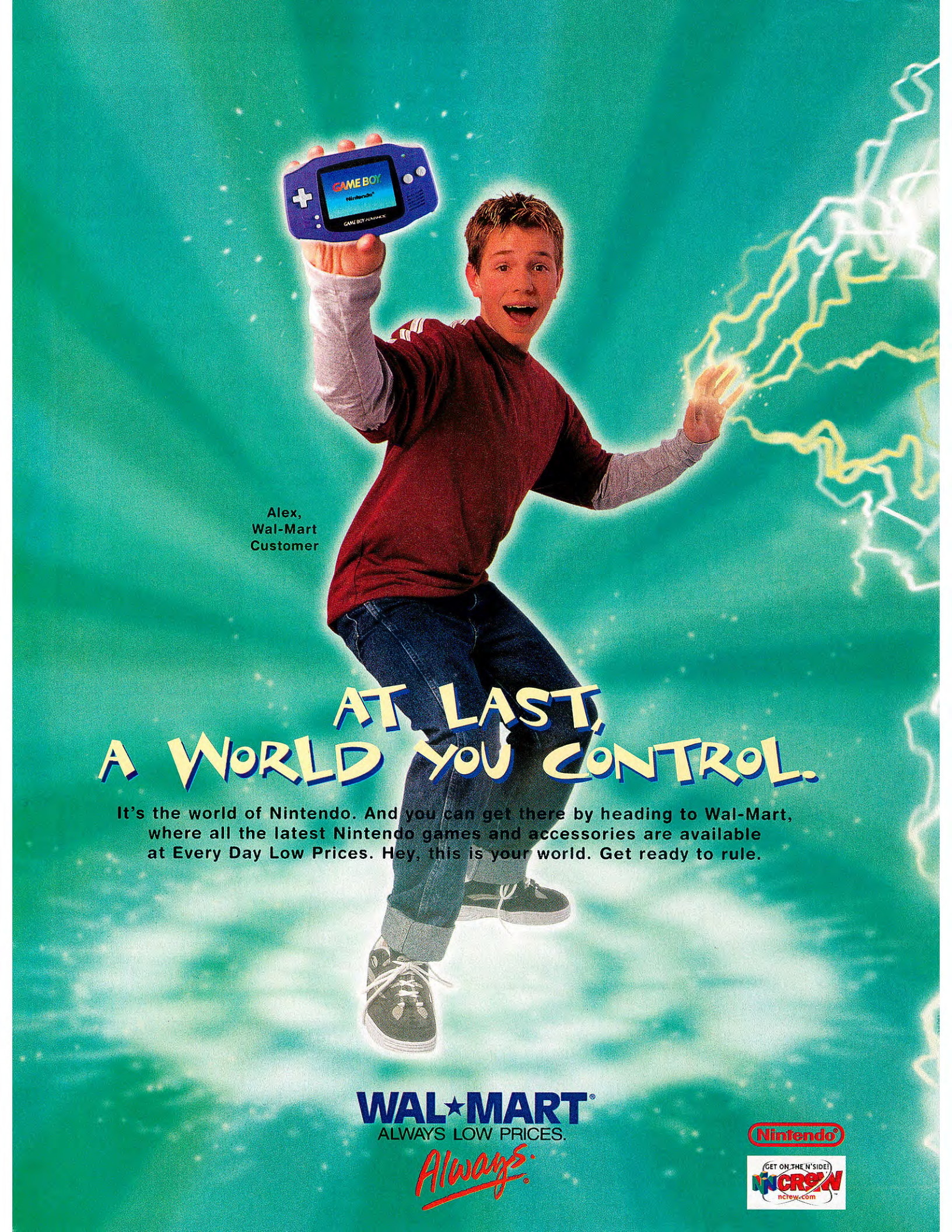
Players can escape from tackle attempts–just like in the NFL.

Catch of the Day!

There are between 20 and 30 different catching animations that might occur depending on a player's position relative to the ball.

Get in on the Action!

Madden NFL 2002, Wave Race: Blue Storm and Super Smash Bros. Melee will be some of the first action-packed games to hit the Nintendo GameCube. The three games take very different approaches to action, from wet and wild watercraft racing to mascot melees to pigskin pummeling. Take action and grab these games later this year!



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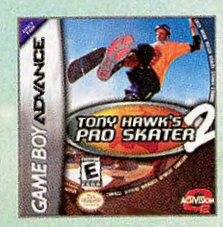

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SUPER STREET FIGHTER® II

TURBO REVIVAL

Many people regard Street Fighter II as the granddaddy of all modern fighting games. With their revamped version of the game on GBA, Capcom is out to prove Ryu, Chun Li and M. Bison are as fresh as ever. As the subtitle suggests, the popular Turbo version of SFII is back with a vengeance—along with many of the later improvements to the series.

TEEN T CONTENT RATED BY ESRB

Violence

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FIGHTING THROUGH THE YEARS

Street Fighter was an arcade hit in the late 1980s, but it was the game's sequel that many regard as a true classic. The game's sophisticated control scheme kicked open the door to a new age of fighting games in 1991.

SUPER NES

STREET FIGHTER II: THE WORLD WARRIOR

1992

A year after the release of the arcade version of SFII, a faithful version of the game appeared on the 16-bit Super NES—Street Fighter II: The World Warrior. The phenomenal popularity of the game began a long string of SF titles for Nintendo systems. The game allowed you to guide eight different characters through a global fighting tournament.

STREET FIGHTER II TURBO: HYPER FIGHTING

1993

Thanks to its speed, the arcade version of SFII Turbo is generally regarded as the best version of SFII. Turbo is actually the third version of SFII, so it incorporated changes—notably, playable boss characters—made in the second update to the game, SFII: Champion Edition. The Super NES version of Turbo allowed you to adjust the fighting speed of the game.

SUPER STREET FIGHTER II: THE NEW CHALLENGERS

1994

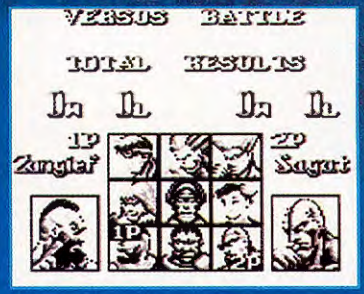
The "New Challengers" mentioned in the subtitle are Cammy, Dee Jay, Fei Long and T. Hawk. The addition of characters came with the subtraction of a popular feature—the turbo option. Players who were hooked on the lightning speed of SFII Turbo were out of luck but could find some solace in the game's cool new moves and animation.

GAME BOY

STREET FIGHTER II

1995

Game Boy got its own version of the classic fighter a few short years after the arcade version appeared. It had blocky graphics and a limited number of buttons to work with, but the game play was surprisingly faithful to the original. Two players could compete against each other using the Game Link Cable or compete using a single Game Pak on the Super Game Boy.



GAME BOY ADVANCE

SUPER STREET FIGHTER II TURBO REVIVAL

2001

A decade after the first SFII, Capcom will unveil the definitive version of the game on Game Boy Advance. As its name indicates, the turbo feature is back—along with all of the character and move additions from SFII: The New Challengers. The GBA version also features Super Combo Moves for each character and optional Easy Command button combinations.

ADVANCE OF THE SUPER STREET FIGHTER

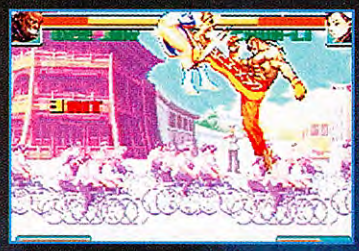
Because the GBA has fewer buttons than the Super NES, Capcom has implemented a new control scheme that makes use of the L and R Buttons in conjunction with the A and B Buttons to allow for a complete range of moves. Turbo Revival has kept the best features from previous versions of SFII and added a few of its own—including Super Combos.

SUPER-SIZED SMACKDOWNS NP

The Super Combo—probably the coolest new feature in Turbo Revival—allows you to execute a devastating move against your opponent after you've maxed out your Super Combo Gauge. Your gauge's level will increase each time you land a blow against an opponent or even execute a move. Use the Super Combo to finish off your opponent. You will see a spectacular light show at the end of the round.

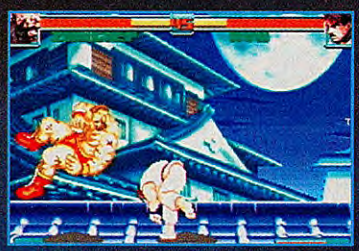
GET TO THE POINTS

Turbo Revival's scoring system rewards skillfully fought rounds, as opposed to just landed blows and victories. Bonus points are rewarded for first attacks, reversals, combinations and good technique. The system—first used in SFII: The New Challengers—gives you the incentive to win with style, rather than simply beat up your opponent.



TOSSING AND TURNING

All of the characters have close-range attacks that involve holds or throws. To perform them, you must get very close to an opponent then press either Right or Left on the Control Pad while executing a kick or punch. If an opponent throws you, you can tap any direction on the Control Pad and a punch or kick button to land on your feet.



THE CHALLENGERS

Each fighter has a detailed history, but all you really need to know about them is how to use them in a fight and how to fight against them. The standard button commands for special moves are shown in yellow. Super Combo moves are shown in orange. Control Pad sequences are indicated by arrows and separated by commas.

Ryu is the original Street Fighter champion—an honorable Shotokan karate expert. He has trained his entire life to be a champion, and will crush anyone who stands in his way—even his friend Ken.

SHINKU HADOKEN: ↓↘→,↓↘→ + PUNCH
FIREBALL: ↓↘→ + PUNCH
DRAGON PUNCH: →↓↘ + PUNCH
HURRICANE KICK: ↓↙← + KICK (Can also be done in the air)
SHAKUNETSU HADOKEN: ←↙↓↘→ + PUNCH
RUSHING PUNCH: → + PUNCH

FIGHTING WITH RYU

It's very easy to execute the Fireball and Shakunetsu Hadoken moves, so you should bombard your opponent to put him or her on the defensive. While they're busy trying to dodge the attacks, you can concentrate on setting up combo moves.

FIGHTING AGAINST RYU

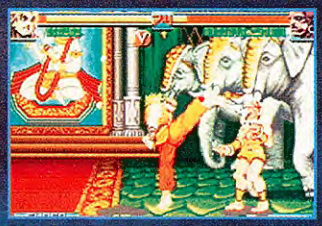
Ryu is one of the most balanced fighters in the game, so you should take advantage of your fighter's special attributes, like speed or bulk. Bait Ryu into executing special moves, then retreat. He'll be vulnerable to attacks as he finishes the moves.

KEN

Although Ken and Ryu studied under the same master, the brash American lacks the focus of his Japanese counterpart. He makes up for the shortcoming with an array of powerful kicks.

SHORYU REPPA: ↓↘→ , ↓↘ + PUNCH
FIREBALL: ↓↘→ + PUNCH
DRAGON PUNCH: →↓↘ + PUNCH (Heavy Punch is flaming)
HURRICANE KICK: ↓↙← + KICK (Can also be done in the air)
NATA OTOSHI GERI*: →↘↓ + tap KICK
OSOTO MAWASHI GERI*: ←↙↓↘→ + tap KICK
*Hold down Kick to turn it into an Axe Kick.

FIGHTING WITH KEN



Ken has some of the best kicks in the game, so you should focus on fancy footwork when you use him in a fight. Try to hold down the kick button after executing the Nata Otoshi Geri or the Osoto Mawashi Geri to tack on an Axe Kick for a combo.

FIGHTING AGAINST KEN

Keep your head down. Ken's best moves will target your head and chest, so you can avoid a lot of pain if you duck his attacks. Like Ryu, he has no obvious strength, so you should use your own strengths as leverage in battle.

GUILE

Don't let the odd hairdo fool you—Guile is a tough special forces commando on a mission to destroy M. Bison. His brutal kicks and quick reaction time will help him accomplish his goal.

DOUBLE SOMERSAULT KICK: Hold ↙ 2 seconds, ↘↙↗ + KICK
SONIC BOOM: Hold ← 2 seconds, → + PUNCH
SOMERSAULT KICK: Hold ↓ 2 seconds, ↑ + KICK
SIDE KICK: ← or → + HEAVY KICK (When close to opponent)
BACKFIST: → + HEAVY PUNCH
KNEE HOP: ← or → + tap LIGHT KICK

FIGHTING WITH GUILE

The Sonic Boom is great for setting up attacks. You can follow it to your opponent then pick an appropriate attack based on how he or she reacts. Try to use the Somersault Kick as often as possible, as it has a wide radius and is difficult to block.

FIGHTING AGAINST GUILE

Guile likes to get close then charge or grab you. Stay alert when he crouches down in a low blocking position—he's probably preparing to unleash a special move. Keep your distance and try some projectile or lunge attacks.

CHUN LI

Chun Li's delicate appearance disguises her fearsome fighting abilities. Her arsenal of powerful kicks and aerial moves can lay waste to any opponent who tries to charge her.

SENRETSUKYAKU: Hold ← 2 seconds, →←→ + KICK
HYAKURETSUKYAKU: Tap KICK repeatedly
SPINNING BIRD KICK: Hold ← 2 seconds, → + KICK
KIKOKEN: Hold ← 2 seconds, → + PUNCH
TENSHOKYAKU: Hold ↓ 2 seconds, ↑ + KICK
NECK FLIP KICK: ↘ + HEAVY KICK
BACK FLIP KICK: ↘ + LIGHT KICK

FIGHTING WITH CHUN LI

Chun Li's acrobatic ability is her strength, so it's a good idea to stay in constant motion. The Neck Flip Kick is a good move for faking out your opponents, as it begins just like a forward jump. The Hyakuretsukyaku can inflict multiple hits, so it's a good finishing move.

FIGHTING AGAINST CHUN LI

Don't be intimidated by all of Chun Li's aerial moves—she's actually fairly slow and predictable. Figure out where she's going to land, then attack her when she's within striking distance. Some of her leaps may end in an attack, so be prepared to block them.

E. HONDA

Honda is slow, but he's unstoppable once he's within slapping distance. He uses his impressive bulk to bully smaller opponents—which means he can bully just about everybody in the tournament.

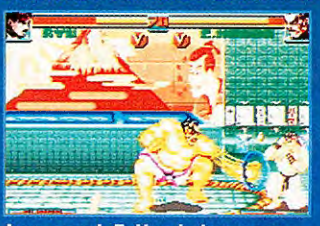
ONI MUSO: Hold ← 2 seconds, →←→ + PUNCH
HUNDRED HAND SLAP*: Tap PUNCH repeatedly
SUMO HEAD BUTT: Hold ← 2 seconds, → + PUNCH
SUMO SMASH: Hold ↓ 2 seconds, ↑ + KICK
OICHO THROW: →↘↓↙← + PUNCH

*You'll lunge forward when you execute the Hundred Hand Slap with the Heavy Punch.

FIGHTING WITH E. HONDA

Concentrate on getting close to your opponents—corner them if possible. Once you can get a hand on an opponent, perform the Oicho Throw, a powerful Sumo move. Use a Hundred Hand Slap with a Heavy Punch to lunge forward before the throw.

FIGHTING AGAINST E. HONDA



In general, E. Honda is among the slower fighters, but you should be prepared to block or leap clear of his occasional flying attacks. Try to guard against the Hundred Hand Slap by going into a defensive crouch.

ZANGIEF

Like E. Honda, the Russian wrestler, Zangief, is slow but powerful. If anything, Zangief is even more of a close-range grappler. He relishes the thought of clutching little opponents in his monster mitts.

FINAL ATOMIC BUSTER: 360° on D-Pad x 2 + PUNCH
DOUBLE LARIAT: ↓ ↙ ← + PUNCH
BANISHING FLAT: → ↘ ↓ + PUNCH
SCREW PILE DRIVER: 360° on Control Pad+ PUNCH
QUICK DOUBLE LARIAT: ↓ ↙ ← + KICK
ATOMIC SUPLEX: 360° on Control Pad + KICK (When close to opponent)
FLYING POWER BOMB: 360° on Control Pad + KICK

FIGHTING WITH ZANGIEF

A lot of Zangief's special moves demand a 360° depression on the Control Pad. If you can master the button mashing, you can perform brutal close-range attacks. The Banishing Flat is a good long-range move that may surprise opponents.

FIGHTING AGAINST ZANGIEF

The best strategy for Zangief is to stay as far away from him as you can for as long as you can. Use projectile attacks and aerial kicks to inflict damage, then retreat to a safe distance. If you let him grab you, he may never give you a chance to get away.

BLANKA

Have you ever heard those stories about kids who were raised by wolves? Apparently, Blanka was raised by eels. The Brazilian brawler is a human(?) steamroller with an electric personality.

GROUND SHAVE ROLL: Hold ← 2 seconds, → ← → + PUNCH
ELECTRIC THUNDER: Tap PUNCH repeatedly
ROLLING ATTACK: Hold ← 2 seconds, → + PUNCH
VERTICAL ROLLING ATTACK: Hold ↓ 2 seconds, ↑ + KICK
BACKSTEP ROLLING: Hold ←2 seconds, →+ KICK
SLIDING PUNCH: ↘ + HEAVY PUNCH

FIGHTING WITH BLANKA

A Rolling Attack that incorporates a Heavy Punch will allow you to shoot across the arena to surprise your opponent. If your opponent tries to retaliate, use Electric Thunder to administer a punishing jolt.

FIGHTING AGAINST BLANKA

Blanka is most dangerous when he's cornered—he'll either zap you with Electric Thunder or launch a rolling attack at you. Make it quick when you attack, or he'll have time to charge up his electrical aura.

DHALSIM

Dhalsim uses yoga against his opponents, but his brand of stretching is a little different from what your mom does down at the Y. He doesn't need a phone to reach out and touch someone.

YOGA INFERNO: ←↙↓↘→, ←↙↓↘→ + PUNCH
YOGA FIRE: ↓↘→ + PUNCH
YOGA FLAME: ←↙↓↘→ + PUNCH
YOGA BLAST: ←↙↓↘→ + KICK
YOGA TELEPORT: →↓↘ or ←↓↙ + PUNCH or KICK

FIGHTING WITH DHALSIM

He's slow, but Dhalsim has a tremendous reach. You'll be able to land punches against opponents before they're within striking distance. You should also take advantage of your powerful fire attacks to wear down opponents.

FIGHTING AGAINST DHALSIM

Be ready to jump out of the way or use a block move when Dhalsim teleports. He might materialize right beside you then attack. When he isn't teleporting, he's slow enough to catch. Just remember to dodge his long punches.

CAMMY

Cammy was once M. Bison's main squeeze, but now the leggy, camouflaged commando would rather crush him. It's easy to see how her high-flying kicks make her a tough challenger in the tournament.

SPIN DRIVE SMASHER: ↓↘→, ↓↘→ + KICK
SPIRAL ARROW: ↓↘→ + KICK
CANNON SPIKE: →↓↘ + KICK
SPINNING KNUCKLE: ←↙→ + PUNCH
HOOLIGAN COMBO: ←↙↓↘→↗ + PUNCH

FIGHTING WITH CAMMY

Cammy is somewhat weak but extremely quick. You can use her acrobatic kicks to leap over opponents and dodge attacks. If you are vigilant in watching your opponent, there are very few attacks she can't dodge. Try a spinning Cannon Spike for long-range attacks.

FIGHTING AGAINST CAMMY

If you can land a punch against Cammy, you should aggressively continue your attack. She'll need to get close to you for basic kicks and punches, so try a grab move when you get the chance. Don't try to fight her in the air, unless you are using Chun Li, Vega or Fei Long.

FEI LONG

Fei Long bears more than a passing resemblance to the late Bruce Lee, both in his appearance and in his fighting style. Like Lee, the Hong Kong native has lightning-fast moves.

REKKA SHINKEN: ↓↘→ , ↓↘→ + PUNCH
HURRICANE KICK: ←↙↓↘→↗ + KICK
SHIENKYAKU: ←↓↙ + KICK
REKKAKEN*: ↓↘→ + PUNCH
RUSHING KICK: → + HEAVY KICK

*Can repeat button combo for a total of three different rushing punches.

FIGHTING WITH FEI LONG

Fei Long is the master of multiple-hit, close-range attacks, but he doesn't have many power moves. It's best to adopt a hit-and run-strategy. Use the Shienkyaku kick whenever possible. It sends a wall of flame at opponents.

FIGHTING AGAINST FEI LONG

If you have long range attacks, use them. Fei Long is a close-range fighter, so the longer you can hold him off, the better. He has jumping attacks, but you should worry more about the devastating combos he'll use at close range.

T. HAWK

Sworn to defend his Indian tribe in Mexico, T. Hawk entered the tournament to settle a score with M. Bison. Join the club. Although he is nearly as big as Zangief, T. Hawk is much more agile.

DOUBLE TYPHOON: 360° on Control Pad x 2 + PUNCH
MEXICAN TYPHOON: 360° on Control Pad + PUNCH
TOMAHAWK BUSTER: →↓↘ + PUNCH
CONDOR DIVE: PUNCH + KICK (While in the air)

FIGHTING WITH T. HAWK

T. Hawk is both powerful and quick—attributes that make up for his lack of special moves. The moves he does have are excellent, however. The Condor Dive is a potent aerial attack, and it's very easy to perform.

FIGHTING AGAINST T. HAWK

T. Hawk's Heavy Low Kick is very fast and will hit twice. Try to block it when he's close and on the ground. Be ready at all times to block aerial attacks. T. Hawk will tear you up with his Condor Dive and Mexican Typhoon if he catches you off guard.

DEE JAY

Dee Jay likes to fight to the sound of a heavy Jamaican beat, and the sound of opponents hitting the ground is music to his ears. His sense of rhythm is evident in his multiple-hit attacks.

DREAD CARNIVAL: Hold ← 2 seconds, → ← → + PUNCH
MAXIMUM JACKKNIFE*: Hold ↓ 2 seconds, ↑ + KICK
HYPER FIST: Hold ↓ 2 seconds, ↑ + PUNCH (rapid for more punches)
DOUBLE DREAD KICK: Hold ← 2 seconds, → + KICK
MAX OUT: Hold ← 2 seconds, → + PUNCH

*You'll get more kicks out of the move if you use the Heavy Kick.

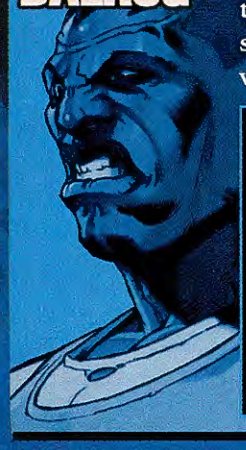
FIGHTING WITH DEE JAY

You'll need to charge all of Dee Jay's special moves, so try to land a few basic punches and kicks to buy time for more powerful attacks. Hyper Fist delivers a bunch of hits in one attack, and Maximum Jackknife covers a wide area.

FIGHTING AGAINST DEE JAY

If you see Dee Jay crouching, he's probably getting ready to unload a multiple hit move. Quick kicks and punches will throw off his rhythm so he can't charge up any of his special moves.

BALROG



He was too tough for the boxing ring, so Balrog took his two-fisted brawling techniques to the street. He gets his kicks throwing punches—that's why he never learned any kicks.

CRAZY BUFFALO: Hold ← 2 seconds, → ← → + PUNCH or KICK
STRAIGHT DASH PUNCH*: Hold ← 2 seconds, → + PUNCH
STRAIGHT UPPERCUT*: Hold ← 2 seconds, → + KICK
FINAL PUNCH*: Hold LIGHT PUNCH + KICK 2 seconds, then release
HEADBUTT: Hold ↓ 2 seconds, ↑ + PUNCH
GROUND DASHING PUNCH*: Hold ← 2 seconds, ↘ + PUNCH
GROUND DASHING UPPERCUT*: Hold ← 2 seconds, ↘ + KICK

*Use the Heavy Punch or Heavy Kick for a longer dash distance.

FIGHTING WITH BALROG

Although you use both the punch and kick buttons, all of Balrog's attacks are punches. You can lunge forward with several of them, which makes them almost as effective as projectile attacks at long range. Try to surprise opponents with Uppercuts.

FIGHTING AGAINST BALROG

Balrog is anchored to the ground and has no long-range attacks, so you should use your jumping and projectile attacks. His Uppercut is a good defense against aerial attacks, however. Stay alert for his Final Punch attack—he can move while charging it.

VEGA

At first, Vega seems like some sort of screaming lunatic—then you discover his dark side. M. Bison's henchman is very quick, and he makes effective use of his metal claw.

ROLLING CLAW DIVE: Hold ↙ 2 seconds ↘ ↙ ↗ + KICK, PUNCH when close
CLAW ROLL: Hold ← 2 seconds, → + PUNCH
BACKSLASH: Press PUNCH and KICK together (dodging move)
SCARLET TERROR: Hold ↙ 2 seconds, → + KICK
WALL JUMP: Hold ↓ 2 seconds, ↑ + KICK
CLAW DIVE: WALL JUMP, Any direction + PUNCH when close
SKYHIGH CLAW: Hold ↓ 2 seconds, ↑ + PUNCH, PUNCH when close
FLYING BARCELONA ATTACK: WALL SPRING, PUNCH when close

FIGHTING WITH VEGA

Vega has an assortment of very speedy moves to choose from. The Wall Jump is the most important move to master—you can ricochet off the left or right side of the arena then strike your opponent as you pass by. It's a good surprise attack.

FIGHTING AGAINST VEGA

Get ready to block or dodge and attack when Vega takes off on a Wall Jump. Try to hit him while he's in flight and before he attacks. Vega is hard to catch. The best strategy is to bait him into an attack then punish him when he gets close to you.

SAGAT

M. Bison's Lieutenant is also one of the toughest fighters in the game. The Thai terror takes out opponents with a dizzying collection of kicks and powerful Tiger Shot blasts.

TIGER GENOCIDE: ↓ ↘ →, ↓ ↘ + PUNCH
TIGER SHOT: ↓ ↘ → + PUNCH
GROUND TIGER SHOT: ↓ ↘ → + KICK
TIGER KNEE CRASH: ↓ ↘ → ↗ + KICK
TIGER UPPERCUT: → ↓ ↘ + PUNCH

FIGHTING WITH SAGAT

Sagat is the large-model, all-around fighter. His Tiger Uppercut is a powerful blow that lands several hits when used with the Heavy Punch. His kicks are his bread-and-butter moves, however, and his Tiger Shot projectiles can be directed at low or high targets.

FIGHTING AGAINST SAGAT

The Tiger Shots are an effective attack, but they also leave Sagat momentarily vulnerable as he releases them. Try to leap over Ground Tiger Shots then kick Sagat in the face. He also opens the lower portion of his body to attack when he does a high kick.

M. BISON

M. Bison is so tough, he doesn't even bother to take off his hat when he fights. Like all evil dictators, he's formidable at hand-to-hand combat. He'd better be good, as most of the fighters are out to get him.

KNEE PRESS NIGHTMARE: Hold ← 2 seconds, → ← → + KICK
SCISSOR KICK: Hold ← 2 seconds, → + KICK
HEAD PRESS: Hold ↓ 2 seconds, ↑ + KICK
DEVIL REVERSE: Hold ↓ 2 seconds, ↑ + PUNCH, then PUNCH when close
SOMERSAULT SKULL DIVER: HEAD PRESS, then PUNCH
PSYCHO CRUSHER: Hold ← 2 seconds, → + PUNCH

FIGHTING WITH M. BISON

M. Bison can jump so high he practically flies. Use the leaping ability to get behind opponents for sneak attacks. His specials all require charge up time, but they're powerful. The Psycho Crusher is particularly hard to block or dodge.

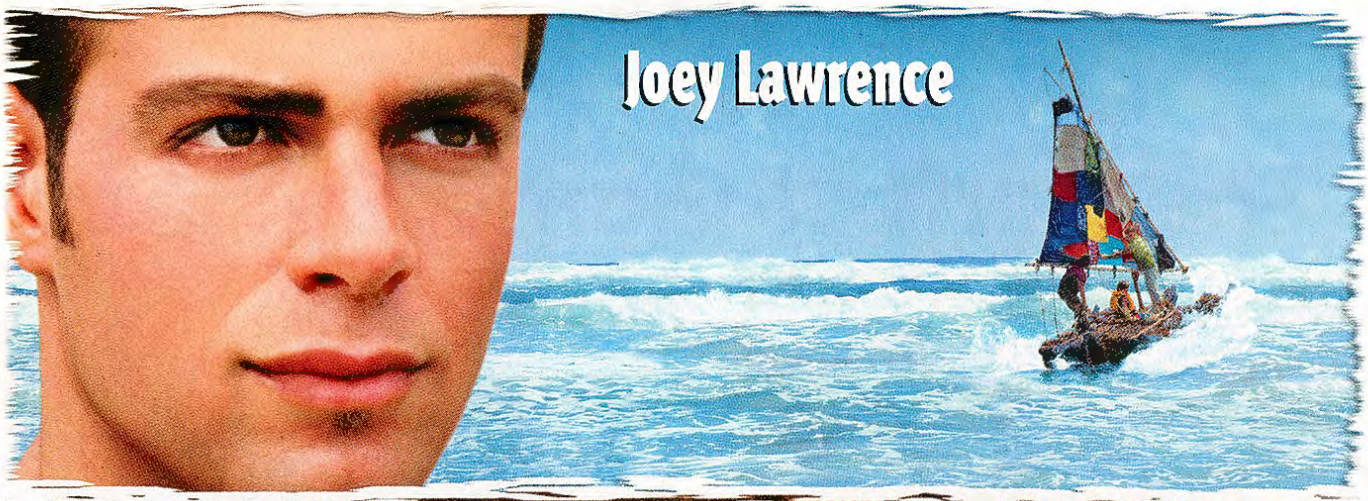
FIGHTING AGAINST M. BISON

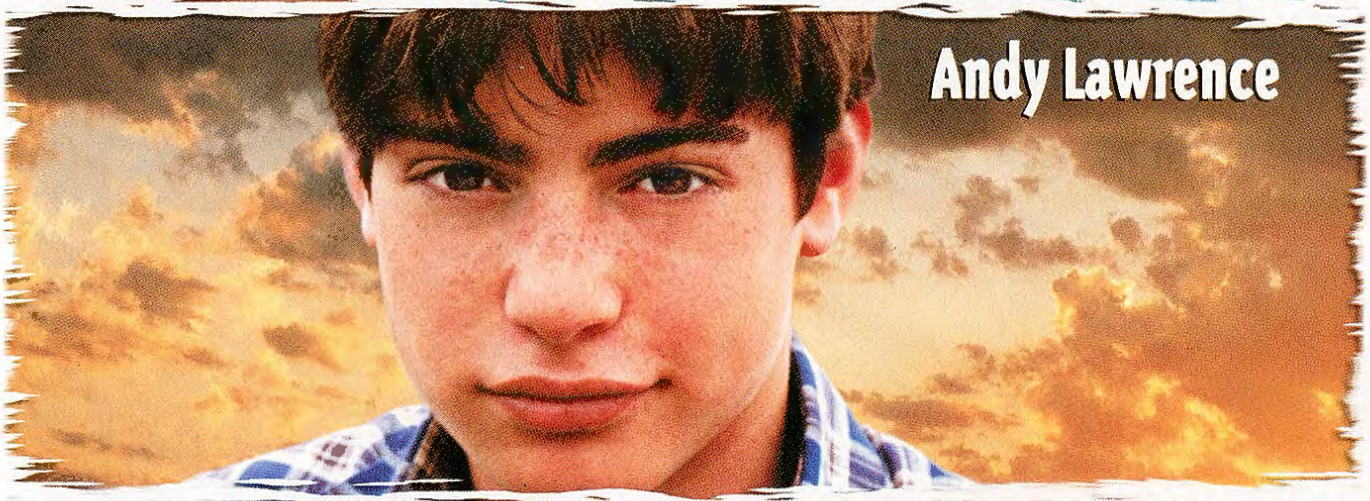
M. Bison's powerful special attacks have a downside—they leave him vulnerable for a moment after he executes them. Dodge a move then go on the attack to take advantage of his vulnerability. You should also watch for the Somersault Skull Diver when he's airborne.

THE FINAL KICK

Each fighter goes through a different rotation of opponents in the tournament, but they all end up at the same place—face to face with a highly skilled final boss. You'll need to have all of your character's moves down if you want to reign supreme. For more detailed information on Super Street Fighter II: Turbo Revival, check out our comprehensive strategy review in Volume 2 of Nintendo Power Advance.

Their vacation plans just got soaked!





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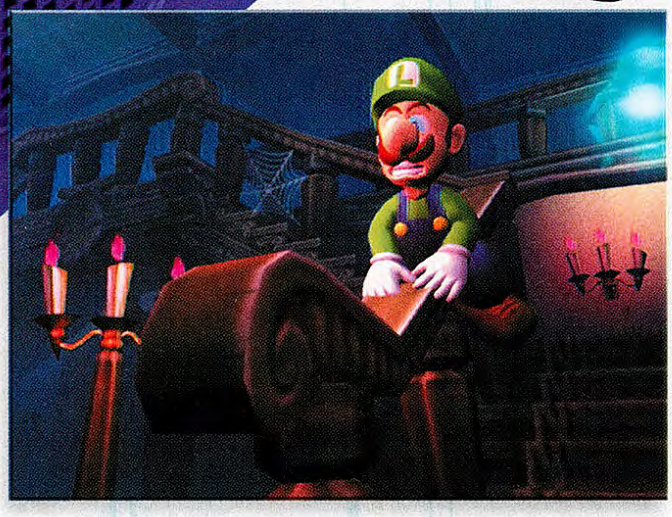
The Perfect Game System



A Blueprint for Success

Get ready, gamers. On November 5th, Nintendo GameCube (GCN), the custom-designed brainchild of Nintendo's greatest design and development minds, including Shigeru Miyamoto, will change the face of interactive entertainment. Every GCN component, from the graphics processor to the new Controller, has been designed to create the most immersive playing experience ever. Says Miyamoto, "We have envisioned a system that will allow us to make games that will surpass the common definitions of game play—a machine that will allow us to continue to break boundaries for years to come."

Nintendo GameCube, Inside and Out

The technology that makes GCN the world's most advanced dedicated video game system is the product of components from several companies, brought together by Nintendo engineers. ATI's revolutionary "Flipper" chip is a highly integrated graphics processor with both 2-D and 3-D graphics engines. IBM's 485-MHz Gekko is a CPU that uses ultra-fast copper chip technology. Working in concert with those devices is 1T-SRAM memory from MoSys. With so much built-in technology, game developers are limited only by the boundaries of their own imaginations.

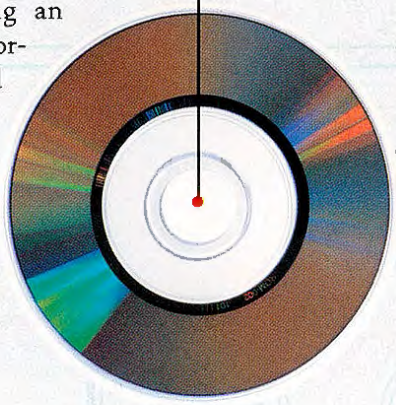
The GCN's 12-volt adapter fits into the back and provides power to the system.

The same audio/video connector that delivers the picture and stereo sound to your television from the Super NES and the N64 is also used with the GCN.

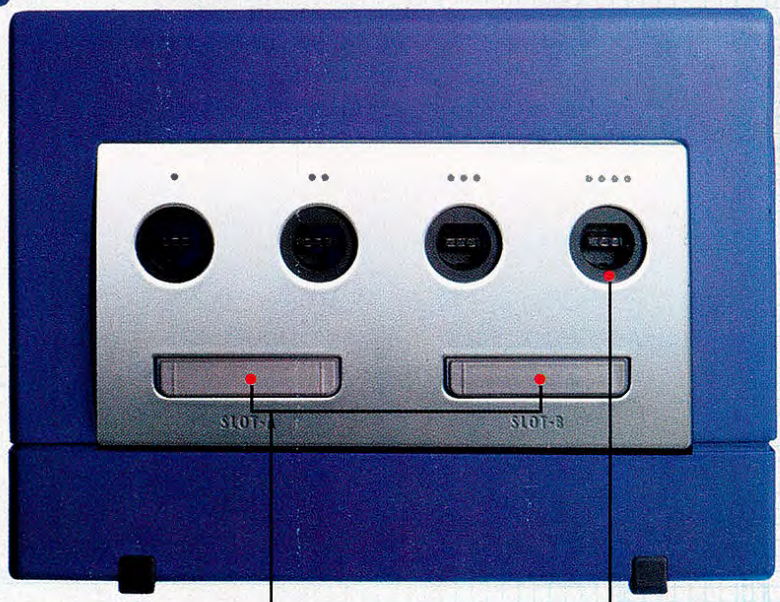
An optional digital video cable connects the GCN system to televisions that are equipped to receive digital video signals.

Small Disc, Big Games

Nintendo GameCube's unique DVD-based proprietary disc drive and three-inch optical discs were developed and are manufactured by Matsushita (Panasonic). The discs are capable of holding an incredible 1.5 Gigabytes of information. The disc drive and processor work together with incredible speed, making loading times almost imperceptible. Navigation through game environments is seamless and rarely, if ever, interrupted as the drive reads data from the disc.



GCN optical discs hold a lot of information in a very small package.



Optional Memory Cards and SD-Memory Card adapters fit into slots under the Controller ports.

Up to four GCN Controllers and/or Wavebird receivers can connect to the system at once for multiplayer action.

Mansion Magic

Launch title Luigi's Mansion is a showcase of GCN-enabled special effects. As Mario's brother braves the frights of a huge haunted house, he casts light on dark rooms with a flashlight and captures wispy spirits with a vacuum cleaner. Built-in real-time lighting and shadows and fast graphics processing create an atmosphere-packed playing experience.

Connect and Control

When Mr. Miyamoto demonstrated the GCN system at an E3 press event, he started by introducing the GCN Controller and its wireless equal, Wavebird. Nintendo game designers and hardware developers know the importance of Controller design. It provides the crucial connection between the player and the game, and it must be absolutely perfect to ensure the system's success. While the GCN Controller is smaller than the N64 Controller, it fits comfortably in any size hands—thumbs and index fingers can reach the controls easily. The buttons are different sizes, shapes and colors for easy recognition, allowing players to concentrate on and interact directly with the action on the screen.

Analog L and R Buttons are shaped for comfortable placement of the player's index fingers. Each button has a built-in "click" feature that is activated when the button is fully depressed. The "click" feature gives the button extra functionality.
A built-in rumble feature adds to the excitement of loud noises, collisions and explosions.
The Z Button rests above the R Button and is a different shape to allow for recognition by touch.
NINTENDO
GAMECUBE
START/PAUSE
The analog Control Stick offers comfortable directional control.
The digital Control Pad is located near the Control Stick for quick and easy access.
The C Stick has replaced the N64 Controller's four C Buttons.
The buttons are different sizes and shapes, which allows players to find them quickly without looking.

Pikmin Comes to Life

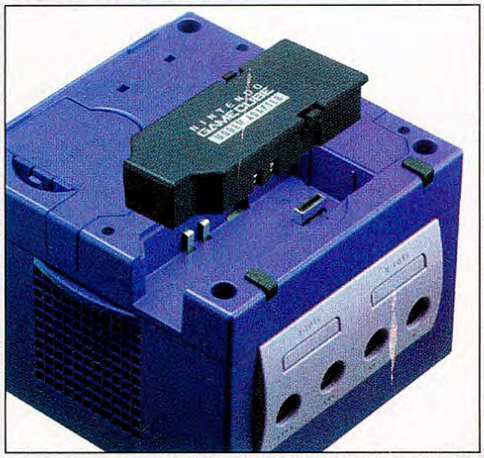
With realistic ground and plant treatments and perfect day-to-night lighting, the natural world of Pikmin is a sight to behold. The complexity of the environment is made possible by Nintendo GameCube's 1T-SRAM embedded memory. The way that the system manages data allows it to create huge areas with textures that never repeat.

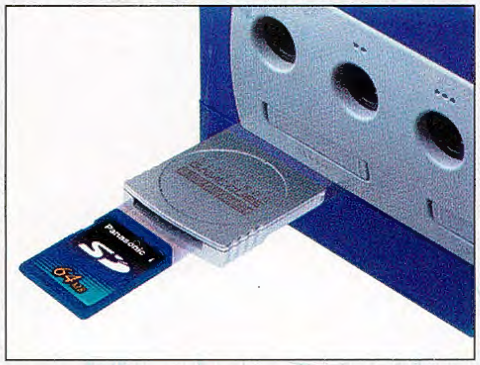
Ride the Waves

The GCN update of the N64 classic Wave Race, tentatively titled Wave Race: Blue Storm, lets up to four players ride the waves at once in stunt-packed competition. The built-in lighting and transparency effects made possible by the GCN graphics processor give the water an incredibly realistic look and feel. Rain, mist and fog add to the realism.

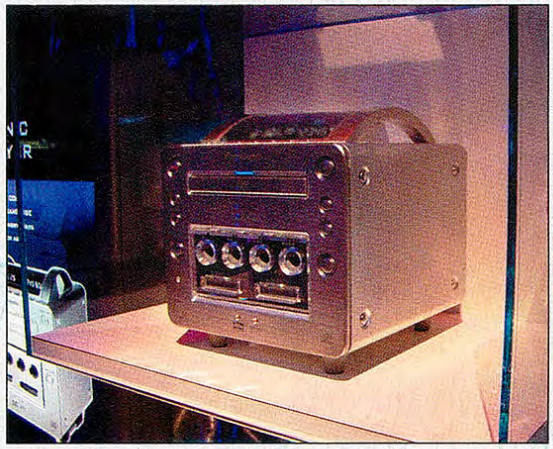
Accessories and Adaptability

Since the days of the original Nintendo Entertainment System, Nintendo console systems have been built with adaptability in mind. Some accessories have already been developed for Nintendo GameCube, while others are still on the drawing board. The wireless Wavebird Controller is built to work at a distance of up to 30 feet from the GCN console. A Memory Card that holds up to four megabits of flash Memory and an SD-Memory Card adapter will be available when the system launches. Future additions include a 56K modem adapter and a Broadband Internet adapter. The devices have been developed, but their uses are still in the planning stages. Another item that is in the works is a combination GCN console and DVD player from Matsushita (Panasonic).





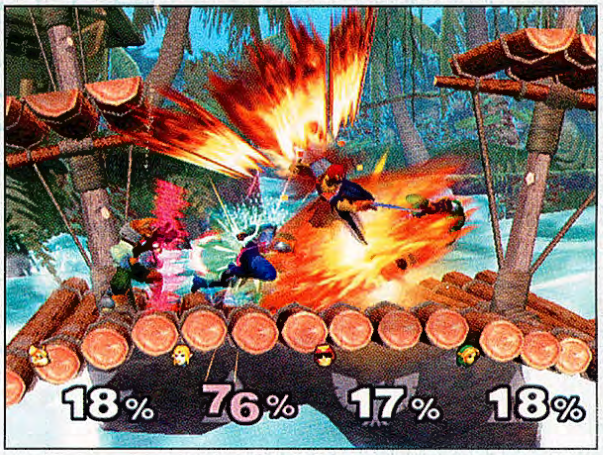
Mr. Miyamoto showed GCN and the Wavebird Controller to a packed room at E3.



The combination Nintendo GameCube console/DVD player from Matsushita and the wireless Wavebird controller are two upcoming additions to the world of GCN.

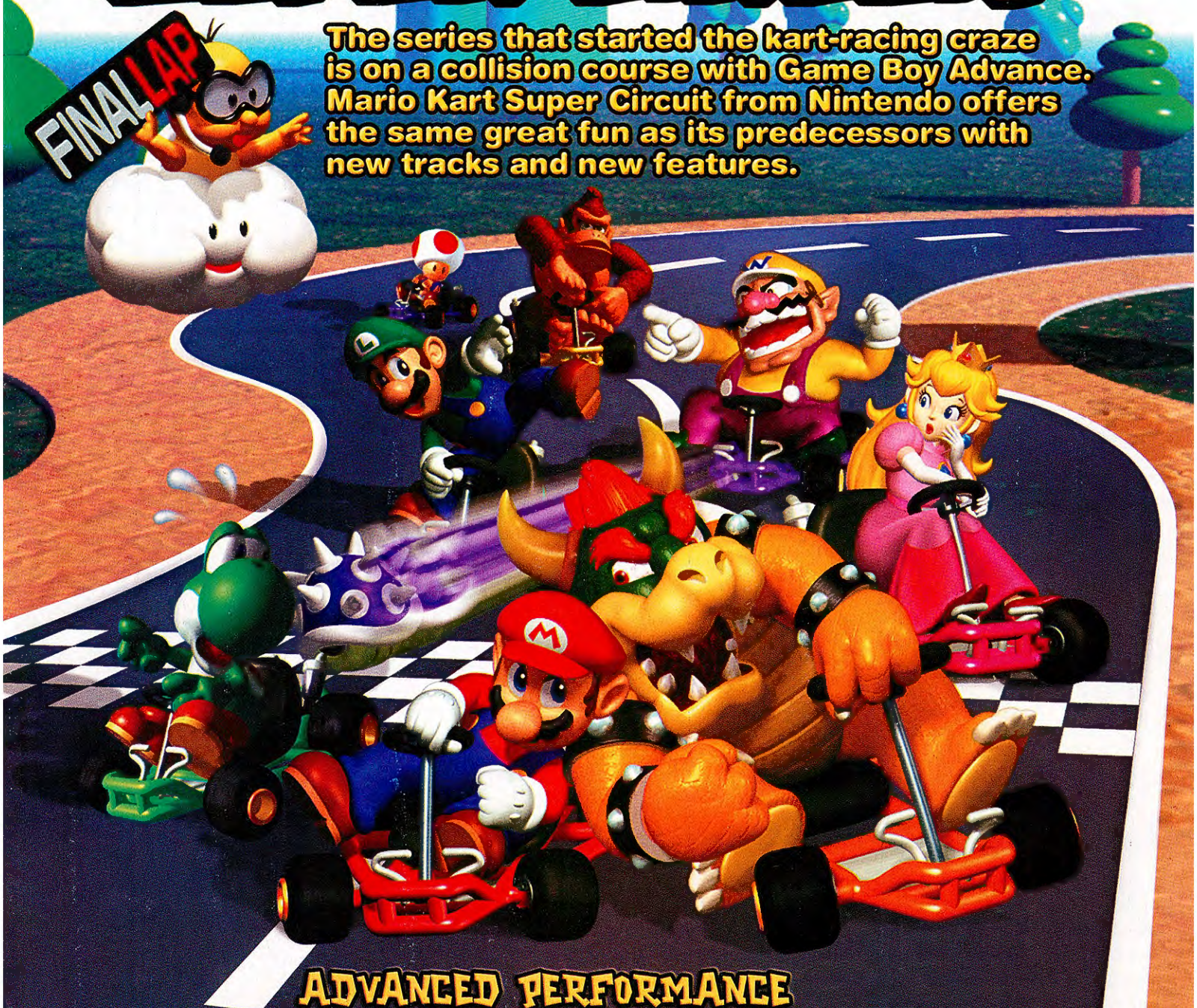
Gaming Perfection, Cubed

A new era in console gaming will begin on November 5th when Nintendo GameCube makes its North American debut. Never before has so much technical expertise and customized perfection been built into a dedicated video game system. Games for GCN, such as Luigi's Mansion, Pikmin and Wave Race: Blue Storm, create new experiences for gamers through the wonder of Nintendo GameCube's technology. Future games will incorporate new innovations, including the use of Game Boy Advance as a Controller, which will allow for another level of gaming fun. With the experience and expertise of Nintendo's world-class designers behind it, Nintendo GameCube is sure to arrive with a big splash and continue to make waves for years to come as the platform with the world's best games.



MARIO KART™ SUPER CIRCUIT™

The series that started the kart-racing craze is on a collision course with Game Boy Advance. Mario Kart Super Circuit from Nintendo offers the same great fun as its predecessors with new tracks and new features.



ADVANCED PERFORMANCE

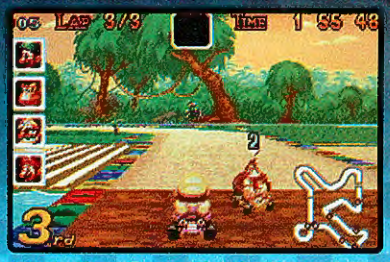
Mario and Luigi lead a cast of eight popular Nintendo characters in a high-performance, pocket-sized version of the wildest game on four wheels. Mario Kart: Super Circuit, hitting the road on August 27th, combines elements from Super Mario Kart and Mario Kart 64 to create an all-new portable racing experience. With more than 20 tracks and multiplayer features for both Single-Pak and Multi-Pak play, the game will run laps around the competition. It's fast, fun and ready to go!

MARIO KART RACES INTO THE 21st CENTURY

The Mario Kart series has been a fan favorite for nearly a decade. Super Mario Kart for the Super NES introduced the characters-on-karts concept in 1992. The game featured 15 tracks, two-player split-screen action and a wide collection of kart-empowering items. Mario Kart 64 followed in 1997. It included updated 3-D graphics, a new list of items, 16 new tracks and four-player split-screen racing. It also replaced DK, Jr. and Bowser on the roster of racers with DK and Wario. Mario Kart: Super Circuit takes the series on the road with a look that is similar to Super Mario Kart's 3-D style, but with much more detailed graphics. It features the same racers and items as Mario Kart 64 and it includes completely new tracks—more than ever before. It also features full-screen, linked multiplayer competition.

Super Mario Kart for the Super NES was the first-ever kart racer.

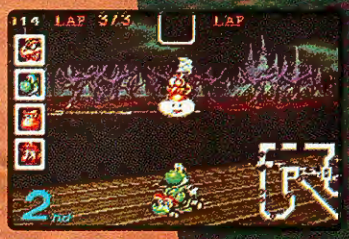
Mario Kart 64 introduced updated graphics, characters and items.



Mario Kart: Super Circuit mixes elements from the first two games and puts it all into a portable package.

COMPETE WITH CHARACTER

Eight classic characters battle, bump and bruise their way to the checkered flag in the Mario Grand Prix. Players can hop into the role of any racer, provided that no other player is using the same racer in a multiplayer game. Racers range from the fast-accelerating Toad, Yoshi and Princess Peach to the slow-to-start Bowser, DK and Wario, who are fast once they get going. Between the two extremes are the well-balanced brothers, Mario and Luigi.



DONKEY KONG
TOAD
YOSHI
PRINCESS PEACH
BOWSER
WARIO
MARIO
LUIGI

CAPTURE THE CUPS

The Mario Grand Prix is a whirlwind tour through the Mushroom Kingdom. Race courses include the island paradise of Shy Guy Beach, the high-speed racetrack of the Mario Circuit and the ghostly surroundings of Boo Lake. You'll earn points with every high-place finish, and you'll win trophies with the completion of every four-race cup. If you do very well, you'll earn a high rating and unlock more races. As you progress from the 50cc class to the 100cc and 150cc classes, you'll discover that the competition can be brutal. You'll need experience, clever tactics and a competitive edge to finish ahead of the other racers.

The Peach Circuit opens up the Mushroom Cup. It's one of several racetrack-style courses.

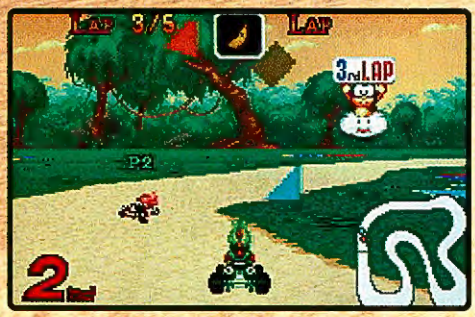
Sand and surf courses, such as Shy Guy Beach, feature shallow water, which slows you down and deep water, which sinks you.

Many of the cups finish in Bowser's Castle courses. They include tight turns and obstacles.

FOUR TIMES THE FUN

Up to four players can participate in a race at once. You'll need as many GBAs as there are players and enough GBA Game Link Cables to hook all of the systems together. With a single Game Pak, you can upload any of four tracks to other systems and go head-to-head with a Yoshi behind the wheel of every competitor's kart. If you have a Game Pak for every player, you can race on any track that has been unlocked on one of the Game Paks and participate in the Mario Grand Prix with multiple entries.

In linked multiplayer games, the action is shown full screen. Rival drivers don't know what items their opponents have collected.



In Single-Pak multiplayer games, up to four Yoshis can race on any of four courses.

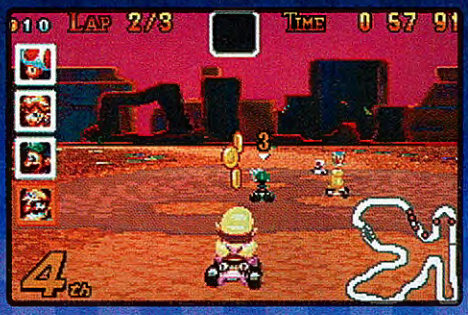
Multi-Pak multiplayer races can take place on any unlocked course. Each player must select a different character.

HAZARDS AND HELP

The courses of the Mario Grand Prix are packed with traps, tricks, shortcuts and speed-effecting elements. You'll slide in loose gravel and snow, slow down in shallow water and fall through wide gaps, then watch the competition zip by as you wait for a cloud-riding Lakitu to fish you out. Jumps, lava, rough roads and many more track features also play a part in the fun. By collecting coins, you can add to your overall speed and the durability of your racer. By hitting boost pads, you can blast off at rocket speed. Every course is an exciting challenge that only gets more fun with repeated plays.

Boost pads blast karts in a beeline at top speed. They're very helpful in tight races.

Jumps give characters enough air to clear short gaps in the track.



Coins give racers a higher top speed and increased stability in collisions.

POWER PAST THE COMPETITION

Power-up items play a big role in Mario Kart: Super Circuit. You can use them for a burst of pure speed or to slow down competitors. Bananas and three types of Koopa Shells make rival drivers lose control momentarily, while Mushrooms give you a temporary turbo boost. Super Stars and Boos give you invincibility and other powers. Lightning shrinks all of your opponents for a short time, making them vulnerable. If you get the right item at the right time, you can easily move out in front of the competition for good.

Green Shell

Shells appear one at a time or in groups of three. You can use them to knock out nearby racers.

Red Shell

While Green Shells travel in a straight line, Red Shells hit the closest kart—no aiming required.

Spiny Shell

Spiny Shells dart out to the kart in the lead and set it spinning, no matter how far back you are.

Star

Giving you temporary invincibility and added speed, the Star is the ultimate pick-up item.

Banana

The Banana is a classic weapon. Toss it or drop it to make opponents spin out.

Boo

Boos give your cart temporary invincibility and steal items from rival racers.

Mushroom

Mushrooms give your kart a quick burst of speed. They're effective for shortcuts through rough areas.

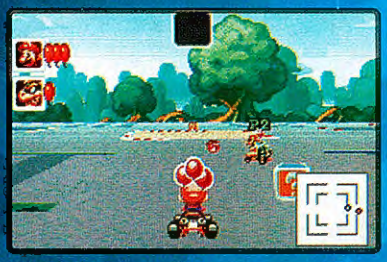
Lightning

Every opponent shrinks to a very vulnerable size briefly when you use Lightning.

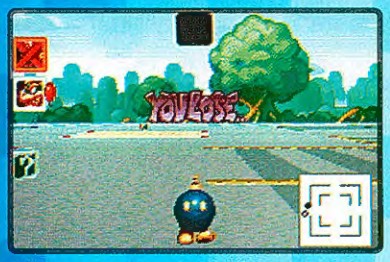
BATTLE WITH BALLOONS

Multi-Pak multiplayer options extend to the Battle Mode, where you can face off with other players in one of four enclosed arenas. Each driver starts with three balloons that pop, one at a time, on contact with hazards. The winner of the match is the last racer with at least one balloon intact. The battle arenas are the same ones that appear in the original Super Mario Kart Battle Mode.

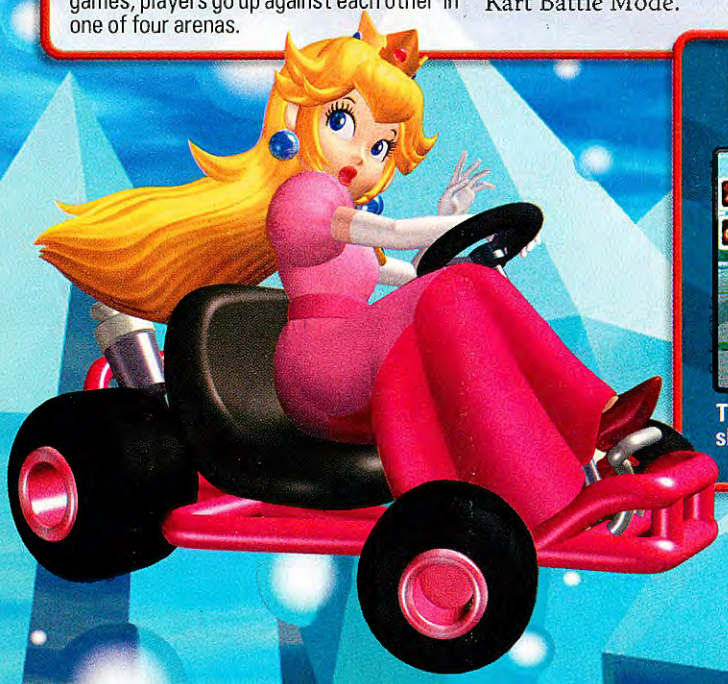
In Battle Mode, available in Multi-Pak linked games, players go up against each other in one of four arenas.



The object is to hit opponents with shells. Every hit pops a balloon.



When a kart has lost all of its balloons, it's knocked out of the battle.



VICTORY LANE

Mario Kart: Super Circuit is a fast-paced and frenzied winner with solid play, tons of tracks, fun characters and lots of options. As a single-player game, it provides tough computer-controlled competition in three classes. The game also has multiplayer options that will thrill, even if you have only one Game Pak. The fun begins later this summer. Rev up for a turbo boost and race!

Mario Kart: Super Circuit is the ultimate portable racer, with crazy characters and lots of lead changes.

When you earn more points than the rest of the racers, the gold cup is yours.

IRIDION -3D-

Official Nintendo Seal of Quality

EVERYONE

MILD VIOLENCE

SHIN'EN

pipedream INTERACTIVE

MAJESCO

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classified information

YOUR SECRET HEADQUARTERS FOR THE COOLEST CODES ON THE PLANET

EARTHWORM JIM

EARTHWORM EXPLOITS

The Game Boy Advance has been on North American shores for a mere two months and already we're discovering cheats! To open up any level in Majesco's Earthworm Jim for the GBA, pause the game and enter the codes printed below. Just watch out for the early bird.

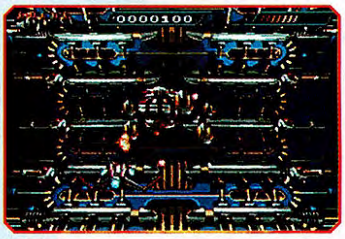
If you're eager to reach Buttville (and, hey, who isn't?) check out the codes below.

LEVEL	CODE
WHAT THE HECK?	PRESS SELECT, R, B, ↓, L, AND B
DOWN THE TUBES	PRESS ↑, L, ↓, A, R, AND A
SNOT A PROBLEM	PRESS R, ↑, SELECT, L, R, AND ←
LEVEL 5	PRESS R, L, A, B, B, A, L, AND R
FOR PETE'S SAKE	PRESS →, ←, R, L, A AND R
BUTTVILLE	PRESS L, A, ↑, R A, R, A AND SELECT

IRIDION 3D

RIDE ON, IRIDION

Rocket into space with an Iridion 3-D password bonanza. To unlock goodies in the space-based shooter, go to the Password screen and type in *S3L3CToN*. Leave the Password screen, then go back to it and input *SHoWT1M3*. The second password takes you to a menu where you can perform sound and music tests and skip to any level you want. There's even an option to jump right to the bosses!



It's worth a little bit of password trickery to see all of the wicked Iridion 3-D bosses.

PITFALL: THE MAYAN ADVENTURE

IT'S THE PITS

Some of the most enjoyable stages of GBA's Pitfall: The Mayan Adventure are near the end of the game, but this cheat makes reaching them easy. To select the level you'd like to play, go to the Title screen (the first screen after all the legal info) and press L, Select, A, Select, R, A, L then Select. The names of different levels will appear near the middle of the screen. Scroll to the desired level by holding Select and pressing L or R, then start your game to explore the new area.

HARRIED HARRY

Mine carts, waterfalls and big flying heads are just some of the dangers you'll encounter on your trek through the jungle.

For more top secrets, infiltrate Nintendo's

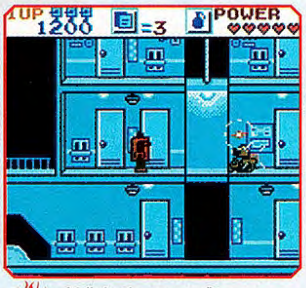
JUMBO CUCCO

The Mystery Seeds in The Legend of Zelda: Oracle of Seasons have a wide variety of uses—and we've just discovered one of the more unusual ones. Walk north from Horon Village until you reach Talon's house. You'll see a number of Cuccos fluttering about her humble abode. Hit a Cucco with your sword until it starts to attack you, then throw a Mystery Seed at it. The Cucco will grow to an enormous size. Hope you brought a lot of birdseed.

It's not nice to attack Cuccos, and it's not smart to attack Cuccos that are three-stories tall.

LAB RATS

Dexter may be a boy genius and star in his own show on the Cartoon Network, but that doesn't mean he couldn't use a cheat or two. To give yourself a leg up in the new GBC game, Dexter's Laboratory: Robot Rampage, go to the Title screen and press A 10 times, B 10 times and then Select. The cheat allows you to use the Super Robot as a playable character. In addition to looking sleek and snazzy, the Super Robot is one of the fastest characters in the game.



With the new Super Robot, Dexter should have the lab up and running in no time.

MVP! MVP! MVP!

You'll have to excuse the NP Crew for having a bad case of Mariners fever. With Seattle's beloved baseball team playing so well, we've been revisiting the olden days with a few games of Ken Griffey Jr.'s Slugfest for the N64. One of the nice aspects of Slugfest is that it announces the names of MLB batters when they step up to the plate—but you may not have known that it has such a wide variety of Create-a-Player names! In addition to recognizing the name of the Mariners' right fielder, Ichiro Suzuki—who still played in Japan at the time Slugfest was released—the PA announcer will also call out famous names, such as Mel Gibson, Bernard Shaw and Jennifer Lopez. Spend some time in the Create-a-Player Mode to see what crazy combinations you can invent, and be sure to try different spellings. If you're lucky, you might even be able to play as yourself! We've listed some of the stranger names the game can pronounce below.

SAY IT AIN'T SO, J.LO!

Most of the names below are simply combinations of names the computer already knows. For example, Richard Nixon works because of the MLB players Richard Hidalgo and Trot Nixon. But Jennifer? You've got us!

NAMES

SILVER BELL	OZZIE OSBORNE
TONY BLAIR	ARNIE PALMER
GEORGE BUSH	GARY PAYTON
RAINES CLOUDE	PLUNK ROCKER
STRAWBERRY CONE	FRED ROGERS
BILL GATES	PETE ROSE
MEL GIBSON	CARLOS SANTANA
SPEEDY GONZALES	BERNARD SHAW
TONY JONES	ICHIRO SUZUKI
MICHAEL JORDAN	JESSE VENTURA
KING KONG	SNOW WHITE
JENNIFER LOPEZ	GREEN YOSHII
RICHARD NIXON	WHITE YOSHII

FLY, FLY AWAY

We've heard of climbing the turnbuckles, but this is absurd! If you need to catch some serious air, pop in THQ's No Mercy for the N64 and select a Guest Referee Match. Choose Mankind as the ref, then any two wrestlers for the fighters. Once the match begins, have Mankind leave the ring and stand on the announcer's table. Move him to the far-right edge of the table, then press and hold left C and Left on the Control Stick. Mankind will begin to vibrate and slowly move off the table. Once he's in the air, release the button and Control Stick and move him around. You'll be able to walk on top of the audience and even jump on the Trinitron.

FOR ALL MANKIND

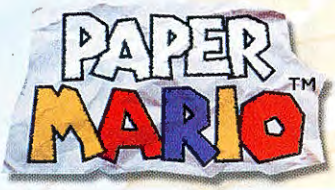
Several other wrestlers can also perform the flying referee trick, but we had the most luck with Mankind.

CODE COP

BAD CODE, BAD CODE, WHATCHA GONNA DO?

Greetings, faithful readers. Code Cop here, and I'm madder than a wet cat in a sack. Seems folks on the Internet have been spreading all kinds of rumors about hidden characters in Super Smash Bros., claiming you can play as Metal Mario or Master Hand if you beat the game in Single-Player Mode using only one life. Humbug, sez me! I happen to be the resident SSB champion—having already whipped everyone at the station house—and I can say with utter confidence that there are only four hidden characters: Luigi, Ness, Jigglypuff and Captain Falcon. This is the Code Cop, over and out.

Nothing angers the Code Cop like unfairly raising the hopes of Super Smash Bros. fanatics.



E-VASE-IVE MANEUVERS

It's a safe bet that Mario is the most recognizable video game character ever created, but that doesn't mean the plucky plumber from N64's Paper Mario looks identical to his first incarnation. To view Mario in all his 8-bit NES glory, go to the ground floor of Boo's Mansion and use the first door on the right. Once you enter the room, jump into the vase in the rear left-hand corner. Paper Mario will go in, but his pixilated cousin from Nintendo games of long ago will emerge! The transformation will last until you leave the room.

It's-a me! Mario! Holy ravioli, where did all-a the graphics go?!

DON'T BE A SQUARE

Who lives in a pineapple under the sea? Why, it's that loveable scamp, SpongeBob SquarePants, and he's just arrived for your GBC in SpongeBob SquarePants: Legend of the Lost Spatula. If you'd like to see the various levels that Mr. SquarePants calls home, go to the Continue screen and enter D3BVG-MoD3. The code will warp you to the first level, and if you pause the game, you'll see an option called Level Select. Choose Level Select to play any area you like. The scrappy code also gives SpongeBob every item in the game.

All the items AND all the levels. It's twice the code at half the price!

Your secret's safe with us. Send your codes

ICON KEY: C BUTTONS CONTROL PAD | BIG CHEAT | WACKY | HOT | JUST FOR FUN | SENT BY READER

STAR WARS EPISODE I BATTLE for NABOO

SWAMP THINGS

We've said it before and we'll say it again: Nobody, but nobody crams cheats into a game like the great people at LucasArts. Classified Info has located a shiny new ship for *Star Wars*: Battle for Naboo, and we're sure you'll be thrilled. Go to the Passcodes menu and type RHUBARB! to unlock the Naboo Swamp Speeder. The new ship is available only on select levels and it's not the most powerful craft you'll ever fly, but it comes fully equipped with Heavy Lasers and a shiny green paint job.

Nothing beats a battle in the swamp, unless it's shooting Womp Rats in Beggar's Canyon back home.

THE LEGEND OF ZELDA MAJORA'S MASK

A HORSE, OF COURSE

Perhaps the most popular code we've printed in 2001 so far was the Fierce Deity Mask trick in Volume 143. And since running amok in Clock Town is such a popular pastime among our readers, we'll let you in on another top-notch trick for Majora's Mask—you can actually ride Epona through the streets of Clock Town! To bring your favorite steed closer to home, start a game using the first save slot (it can be either a brand new or continued file) and then save your game at the Owl Statue in South Clock Town. Next, start another game (saved or continued) using the second save slot. Call Epona, hop on and ride her to Milk Road. Save your game at the Owl Statue on Milk Road, but don't dismount or the trick won't work. Once you save the second file and return to the game from your first save slot, you'll be on Epona in Clock Town! You can ride through any section of town, but you'll have to leave your steed behind to enter buildings. If you do go into a building, Epona will run away and you'll have to meet up with her in Termina Field.

FIND THE STATUE

Milk Road's Owl Statue is on the left-hand side of the trail, near the large boulder that blocks the way on days one and two.

RIDE 'EM, LINK

You can talk to people while on Epona, though they won't seem to notice your new friend. You can also dismount and walk around, but if you leave town or enter a shop, she'll disappear.

DEADLY ARTS

THE ART OF FIGHTING

Think back to the days when the Nintendo GameCube was a mere blip on the horizon and fighting games were the genre to beat. Onto that scene came Deadly Arts, a brash fighting game from Konami. And those of you who still enjoy a good round of scrapping will be happy to know that we've unlocked Reiji, the final boss, as a playable character. To play as mighty Reiji, go to the Title screen and enter A, B, Right, Left, Right, Left, Down, Down, Up, Up and Start. You'll hear him talk if the code is entered correctly. Then get brawling!

WHATEVER YOU SAY, BOSS

No doubt about it. Reiji is a tough cookie who flosses with barbed wire. He makes a great addition to your team, however.

SEND CODES TO:

NINTENDO POWER
CLASSIFIED INFORMATION
P.O. BOX 97033
REDMOND, WA
98073-9733

to classified@nintendo.com or to the address above.

IN THE SUMMER OF LARA CROFT'S BIG SCREEN DEBUT, THE AGILE ADVENTURER JUMPS BACK TO GAME BOY COLOR FOR A PORTABLE PAK SEQUEL.

LARA CROFT TOMB RAIDER

CURSE OF THE SWORD

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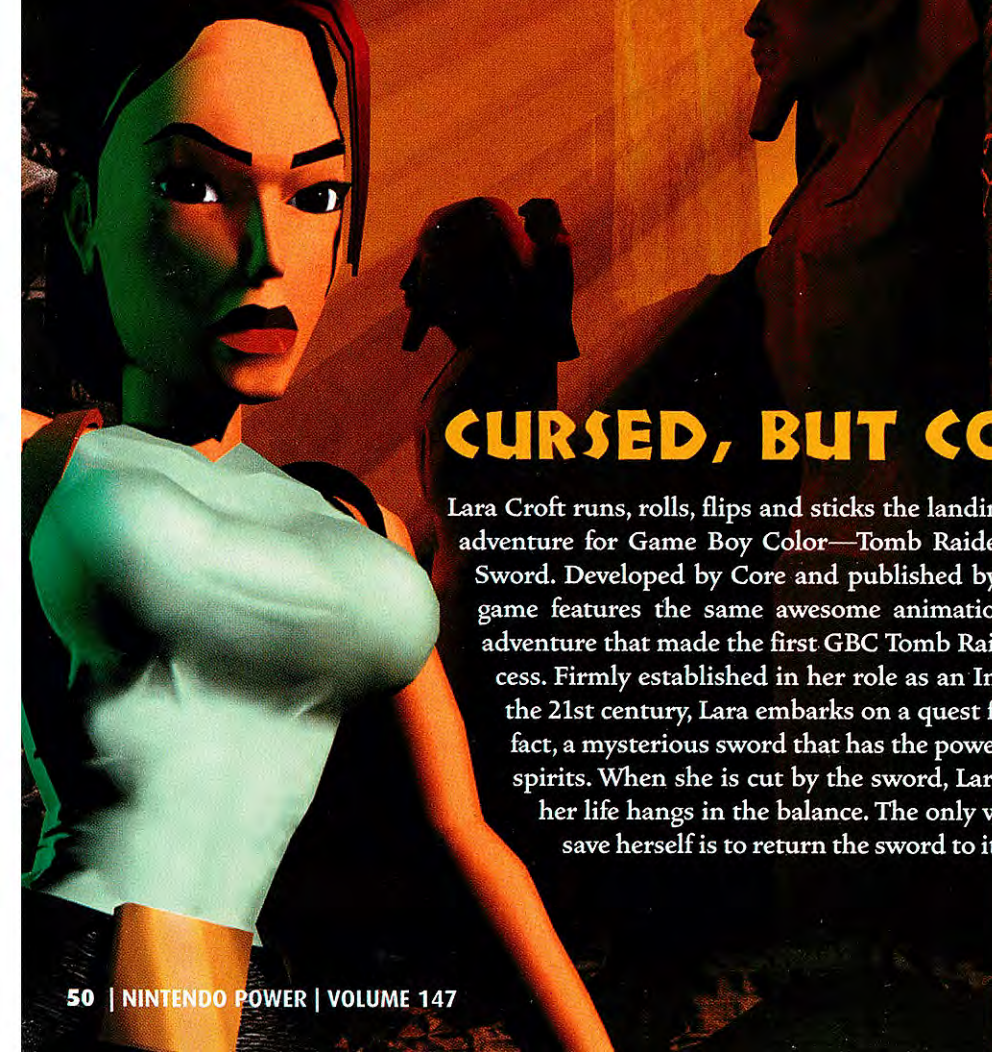
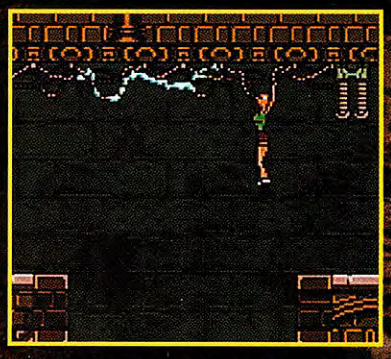


Lara Croft returns to Game Boy Color for an acrobatic, adventure-packed sequel.

CURSED, BUT COOL

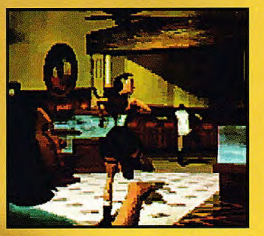
Lara Croft runs, rolls, flips and sticks the landing in an all-new adventure for Game Boy Color—Tomb Raider: Curse of the Sword. Developed by Core and published by Activision, the game features the same awesome animation and flair for adventure that made the first GBC Tomb Raider game a success. Firmly established in her role as an Indiana Jones for the 21st century, Lara embarks on a quest for a stolen artifact, a mysterious sword that has the power to conjure evil spirits. When she is cut by the sword, Lara discovers that her life hangs in the balance. The only way that she can save herself is to return the sword to its rightful place.



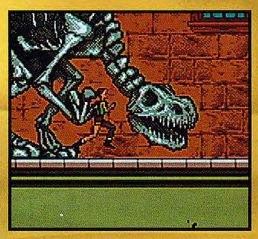
With brains, beauty and agility, Lara glides through her adventure, taking each obstacle as it comes.

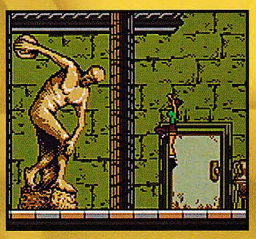
MURKY SWAMP, DARK MAGIC

Deep in the swamps of New Orleans, the followers of a long-dead dark magician have schemed for years to bring their leader back to life. The followers seek a sacred sword and a body for the magician, Madame Paveaux, to inhabit. While stealing the sword from the New York Museum of Antiquities, they happen upon the ideal body—that of adventurer Lara Croft. With Madame Paveaux's minions in hot pursuit, Lara must stop the ritual revival of the magician or risk losing her life and soul to dark forces.



When followers of a legendary dark magician steal a powerful and mystical sword, Lara attempts to stop the robbery but finds herself in the midst of a plot to bring the magician back to life.





With her trademark skills and love for adventure, Lara embarks on a mission to recover the sword and thwart the plans of the magician's henchmen.

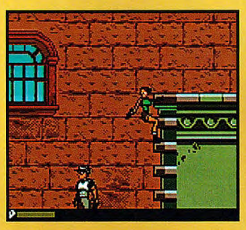
OUT OF THE TOMB AND ONTO THE ROOFTOPS

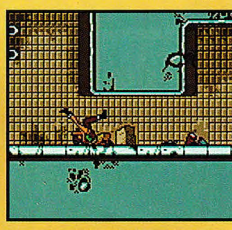
Although she is accustomed to exploring underground caverns and ancient burial grounds, Lara steps out of the shadows and into the light in her latest adventure. The action begins in a museum and quickly switches to a fast-paced chase across the rooftops of New York City. Afterward, Lara explores an abandoned subway, a deep-water cove and a foggy swamp. Each huge location includes branching paths and hidden areas. Lara must search thoroughly for keys and items that will help her reach her goal.

Tomb Raider: Curse of the Sword takes Lara out of the ancient surroundings of tombs and ruins and puts her in present-day locations, such as rooftops and a subway tunnel.

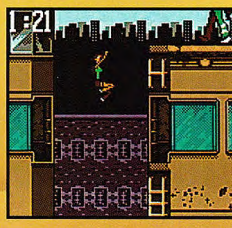
ANIMATED ADVE

Lara is larger and more athletic than most video game chara
the Sword, the heroine engages in the same actions, with th
have become her trademark in her classic console and comp
manipulates objects, leaps over wide gaps, grabs onto le
crouches, climbs and kicks. She also makes skillful use of h
adversaries and wild animals. Lara does it all with style, pow

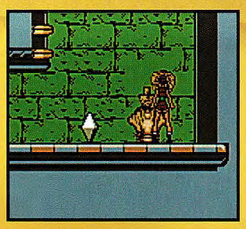




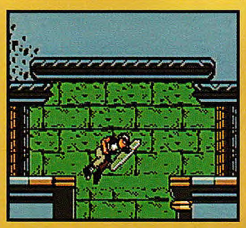
Lara demonstrates the same smoothly animated athletic ability in her Game Boy Color adventures that she has shown in the PC and console Tomb Raider games.



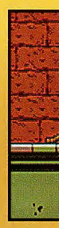
PUSH BUTTONS, PU



Manipulation of the environ
running into dead ends, Lara
passages and move on to new
you must do to meet your go
ple, icons materialize above t
Pad and fire it with the B But
blocking guard and move on



A switch inside the head of a statue triggers a trapdoor. Lara eliminates an enemy and opens a passage at the same time.



An anti
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NTURER

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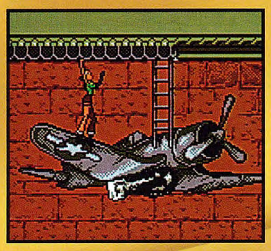
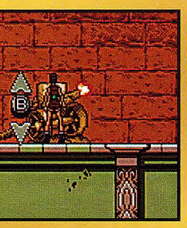
er guns while going up against
ver and finesse.

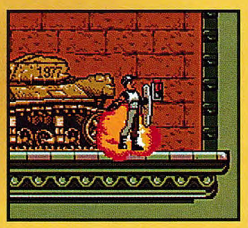


No obstacle is too imposing when you have control over agile adventurer Lara Croft.

ILL LEVERS

ment always plays an important role in Lara's adventures. Constantly
must find keys, switches and other items that will help her unlock
areas. Pop-up labels that appear over interactive objects reveal what
ls. When Lara reaches an antique cannon in the museum, for exam-
e cannon to indicate that you can aim the cannon with the Control
on. If you fire the cannon with the right trajectory, you can take out a
through the passage.

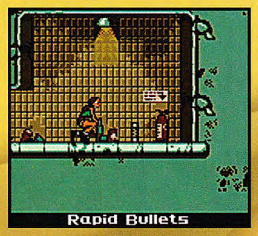




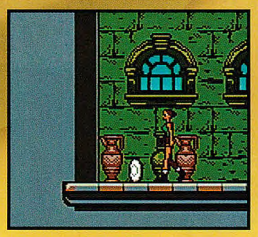
que cannon provides the firepower that Lara needs to clear a
e and move on to the next challenge.

TOOLS OF THE ADVENTURING TRADE

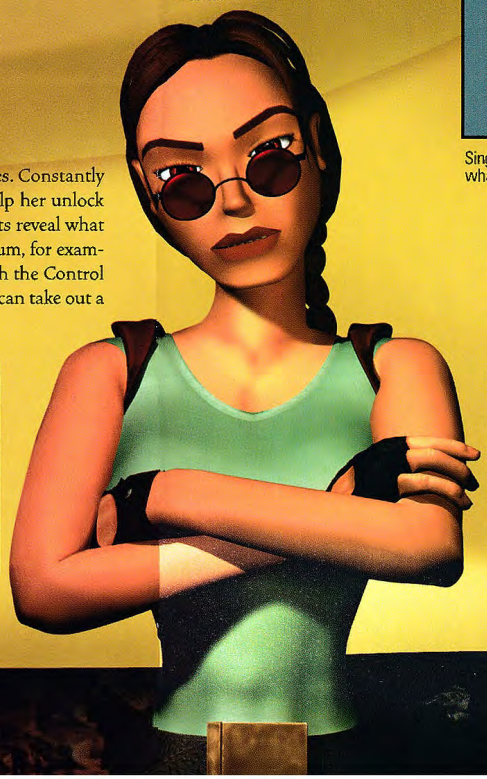
You'll uncover a wide collection of objects as you guide Lara through her adventure—objects that you can use to overcome obstacles and enemies. In addition to keys and a cannon, you'll find a revolver, rapid-fire ammunition, two types of med packs and several single-use items, such as a crowbar and a shield. You'll use each of those unique items to solve a puzzle. The solution to every puzzle results in access to a new path and more opportunities for exploration.



Helpful items are scattered throughout the environment. Lara can recover from injury with med packs and defeat enemies with a firearm.

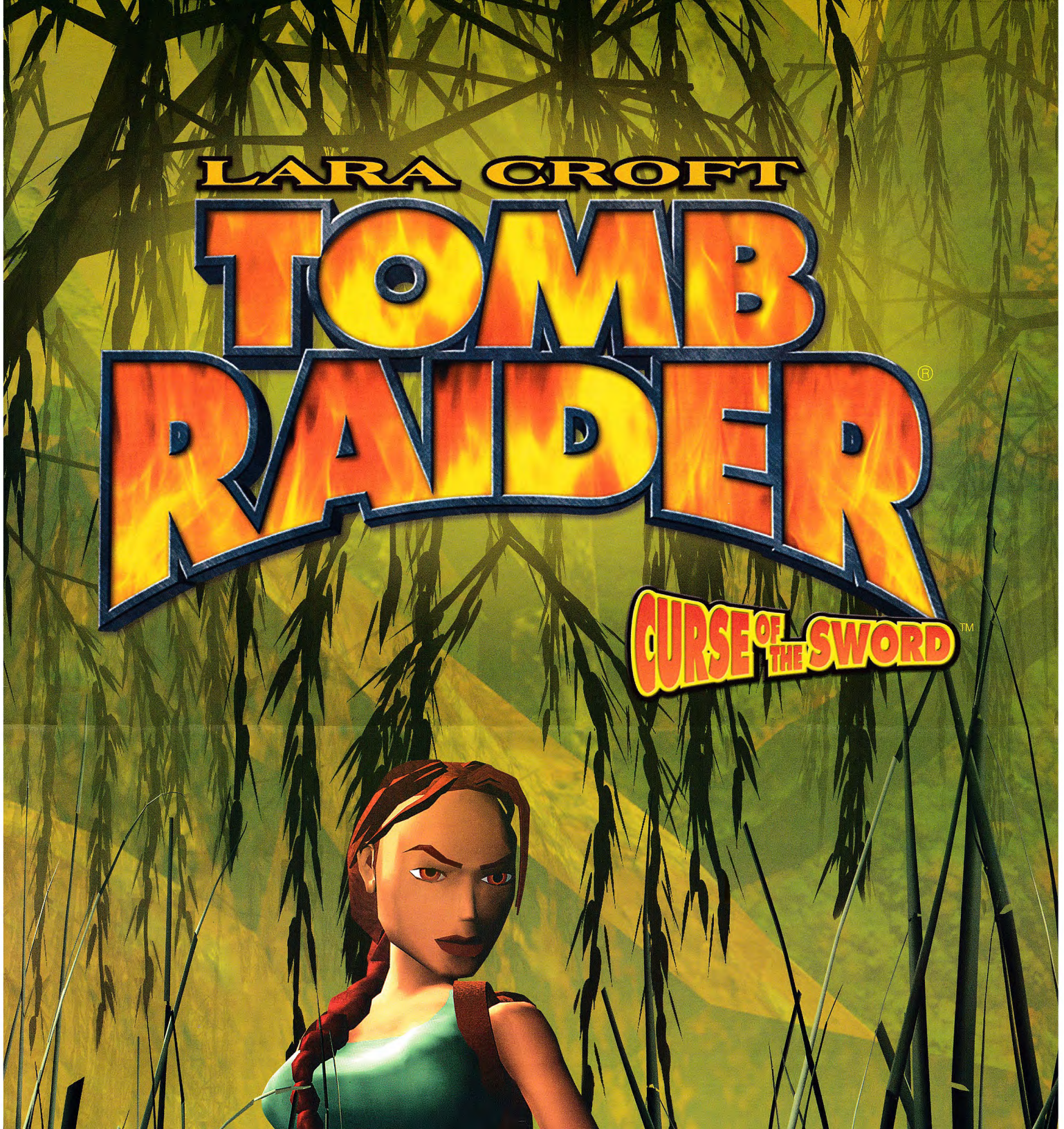


Single-use items, such as a shield and a crowbar, provide Lara with exactly what she needs to solve puzzles and overcome obstacles.



ADVENTURE IS HER MIDDLE NAME

Larger-than-life action heroine Lara Croft is all business when it comes to finding lost and stolen objects and stopping those who exploit powerfully magical antiquities. Tomb Raider: Curse of the Sword puts Lara at the center of a plot that will end in victory or a terrible defeat. Time is short and it becomes more precious by the minute. Lara must use all of her adventuring abilities to find the stolen sword and lift the life-threatening curse.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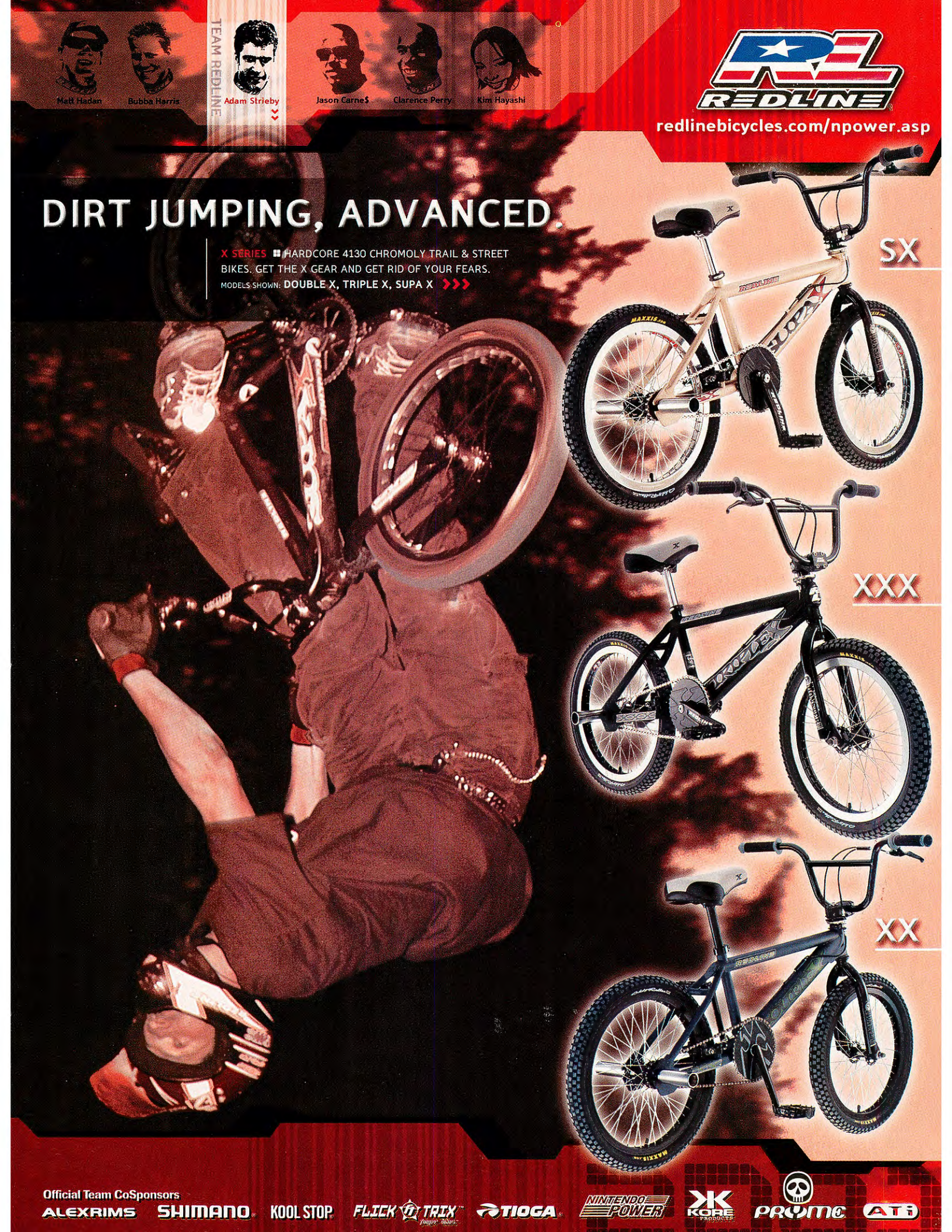
TOMB RAIDER®
CURSE OF THE SWORD™

ACTIVISION®
NINTENDO POWER®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BUILD AND BATTLE AS MAJESCO SHAKES THE FOUNDATIONS OF PUZZLE GAMES.

FORTRESS™

THERE GOES THE NEIGHBORHOOD

While most bricklaying, stack-'em-up puzzlers are all about busting up rows of blocks, Fortress for GBA piles on the fun by challenging you to use the pieces to construct a stronghold. Your feuding neighbor is racing to build a better base, so you must fortify your keep with cannons and arrange interlocking pieces into defensive towers to break down your opponent brick by brick.

EVERYONE E CONTENT RATED BY ESRB

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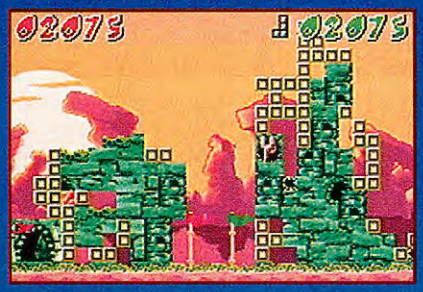
EDIFICE WRECKS

Majesco's Fortress features three difficulty levels and puzzle action for one or two players. The game offers Multi-Pak play only, so you'll need two GBAs, two Fortress Game Paks and a Game Link Cable for head-to-head competitions.

CONSTRUCTION ZONES

BATTLE MODE

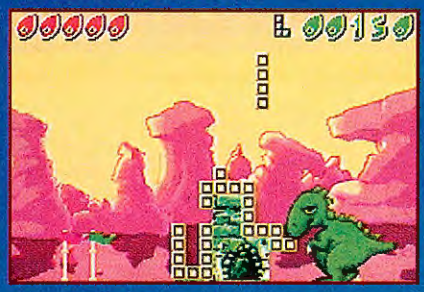


You can build in one of three different game modes. For a single round of construction combat, play Battle Mode. You win points by arranging pieces into combos, and the first player to reach the target score wins the match.

TOURNAMENT MODE

Fortress takes place in different time periods, and Tournament Mode spans all four of them. Fit the falling pieces into high-scoring combo formations to rack up points and cement your victory in the four-round competition.

BLITZ MODE



Like Battle Mode, Blitz Mode gives you the freedom to play a single round in any time period. The twist is that more weapon pieces are mixed in with the downpour of building blocks. By fueling the fray with more weapons, the game makes keeping your fortress in one piece a tricky task.

TIME ZONES

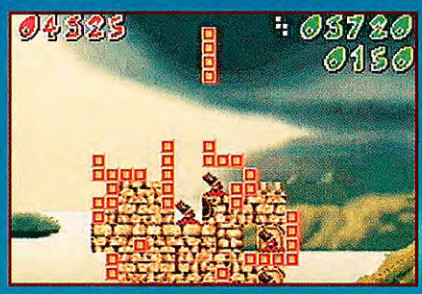
Fortress shows how territorial disputes haven't changed over time. Regardless of the era you build in, the game and combat tactics are the same. Only the buildings, weapons, characters and backdrops look different.

PREHISTORIC ERA

Little men called Twerps populate your fortress. In the Prehistoric level, the Twerps appear as cavemen. On random occasions, an attacking T-Rex will stomp by to turn either team's fortress into a Jurassic junk pile.

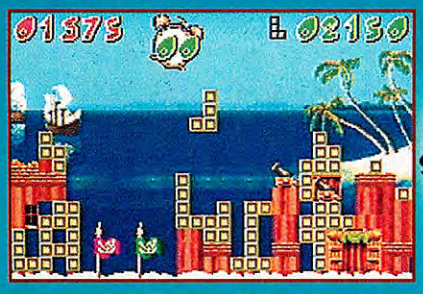
MEDIEVAL ERA

The game gets medieval on you in the second level. Twerps in shining armor work on repairing damaged castle walls, while a cleverly constructed combo will enable you to produce a Wizard Twerp who can summon a dragon for defense.



PIRATE ERA

Batten down the hatches in the Pirate level, because your swashbuckling rivals will blast cannons at your fortress to blow you down. A giant tentacle will also try to sink you, and it will randomly appear to take swipes at the fortresses.



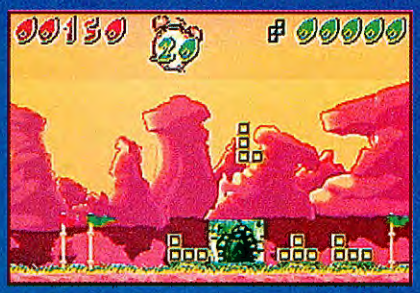
SPACE ERA

In the final frontier, go boldly where no Twerp has gone before by being the first to complete a Twerp base in space. A wandering robot will appear from time to time to attack either team's base, so be ready to make repairs.

PUTTING THE PIECES TOGETHER

You start the game with a plot of land, a front door and 40 seconds of cease-fire to build in peace. Once the clock runs out, any weapons that either builder has placed will begin firing automatically, so use the downtime wisely.

CRAMP THEIR STYLE



The green flags flanking your front door mark your territory, but you can push your boundaries out by placing pieces next to the flags. As soon as the game begins, spread your foundation as far left as possible to push your neighbor's border back.

BUILDING WALLS

Tile Pieces fall from the sky one by one. Individual blocks make up each Tile Piece. By interlocking Tile Pieces so that the blocks form a two-by-three arrangement, the blocks will solidify into a Wall or Tower Section. Solid sections are more resistant to enemy fire and attacks.

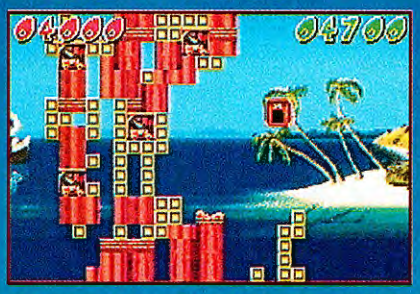
DROPPING IN

During the initial building phase, drop your pieces into place quickly so you can construct a reasonably sound structure before war breaks out. To drop a piece quickly, position it directly above its destination, then tap Up on the Control Pad.

CONSTRUCTIVE CRITICISM

Building a strong fortress is only part of the battle. To reach the target score, you'll need to string together Wall Sections and other big-scoring combos. You'll also need to defend yourself, since your neighbor's attacks will whittle away your structure.

COMBAT ROCK



Every so often, a Combat Block will fall from the sky. The Combat Block will be either a Twerp Barrack or a Weapon. If you place a Barrack, a Twerp will emerge to repair fortress sections damaged by attacks. If you place a Weapon, it will automatically fire at your neighbor.

SOLID GROUND

You must place Combat Blocks on flat surfaces (either raw blocks or solid sections) that are two blocks wide. Otherwise, the Combat Block will turn to rubble, and you won't be able to build on the debris until a Twerp from a Barrack cleans it up.

BONUS MULTIPLIERS

You win points by placing Tile Pieces together so they transform into Wall Sections. If you manage to build upon a Wall Section using subsequent pieces, you'll rake in bonus points for every consecutive section you annex.

STICK TO YOUR GUNS

When a Combat Block falls, tap A or B to determine whether it'll be a Twerp Barrack or a Weapon. Since offensive Weapon Blocks are limited (defensive Twerp Barracks are unlimited), shield your firepower by enclosing your cannons with protective blocks and walls.

WALL SECTIONS & TOWER SECTIONS

You must use blocks to create your fortress, but it won't be a strong structure until you've transformed those blocks into solid Wall Sections or Tower Sections. Only by constructing two-by-three block formations can you cement the combo.

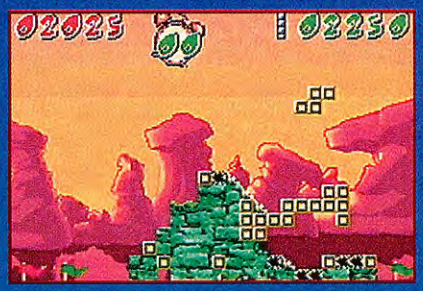
2X3 IS THE RULE

You won't form solid Wall or Tower Sections by simply locking pieces together like a puzzle. Since solid combos form only when a two-by-three block formation falls into place, haphazard construction will often result in leftover, raw blocks.

MIND THE GAP

Think horizontally as well as vertically. Don't just pile pieces on top of your fortress—you can slide pieces sideways, too. Fill in open spaces on the sides of your building to buttress your fortress with combos.

RUBBLE-ROUSER



Misplaced Combat Blocks and pieces ravaged by enemy attacks will turn into rubble. Any pieces you place on top of the rubble will also crumble, so build bridges over them until a Twerp from one of your Barracks sweeps up the debris.

RAZE THE ROOF

There's a limit to how high you can build your fortress. If you hit the ceiling before you hit the target score, Tile Pieces will continue to fall, and you'll have to find room to build more combos.

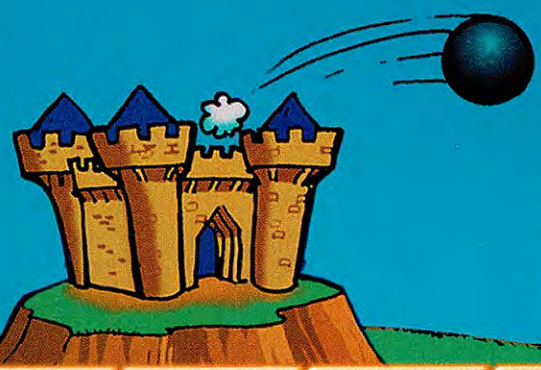
LONELY AT THE TOP

If you've maxed out your space, you must skim off the top and demolish a few penthouse units to make more room. To wipe out the top three layers of your building, press the L Button. You'll probably end up erasing a few combos, and any points that you earned from them will be deducted from your score.

UNSTABLE GROUND

If you don't want to resort to pressing the L Button, build an hourglass-shaped fortress. Over the course of the match, your rival will blast your blocks into rubble. If the narrow support of your building gets hit, it will collapse, giving you more ceiling room without a penalty.

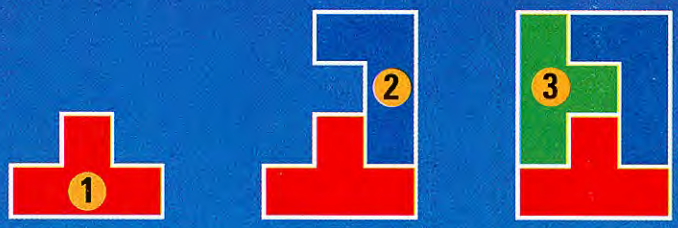
SETTING YOUR SIGHTS



Occasionally, a Twerp Cannon Block will fall. The block is a single-use cannon that you must place like a Cannon Block. Once it's in place, crosshairs will appear. Target them on a section of your rival's fortress (aim for the enemy Twerps who are doing repairs), then hit A to launch an Offensive Twerp who'll bomb your neighbor.

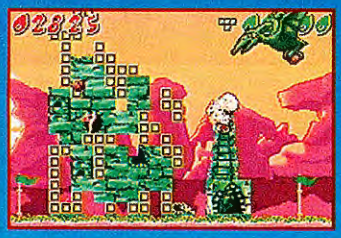
WIZARD'S TOWER NP

The key to leveling your neighbor's fortress is the Wizard's Tower. If you connect Wall Sections or Tower Sections so the solid blocks form a structure three blocks wide and eight blocks high, the pieces will transform into a Wizard's Tower. The magical spire will house a Wizard Twerp who will summon a flying monster that will automatically attack your rival's fortress as long as your Wizard's Tower is standing.



STEP 1 **STEP 2** **STEP 3**

The most efficient way to build a Wizard's Tower is shown above. Using any combination of pieces other than the ones depicted will result in leftover, raw blocks. Pieces solidify as soon as a two-by-three arrangement appears, so you must follow the three steps in order. After completing step 3, create an identical structure on top of your Tower Section to complete the Wizard's Tower.



Depending on the era, the Wizard Twerp will summon a different flying creature, such as the Prehistoric level's pterodactyl.

In the Medieval level, your Wizard Twerp will call in a fire-breathing dragon to toast your competition.

Your Wizard's Tower in the Pirate level will double as a birdhouse for a giant parrot that can swoop in for an air raid.

For a close encounter of the destructive kind, construct a Wizard's Tower in the Space level to summon an attack saucer.

FORTRESS FOR TWO

Since you're racing against your neighbor to reach the target score, Fortress is perfect for multiplayer fun. In Two-Player Mode, the game plays the same and the construction chaos is as feverish as ever.

SPYING ON YOUR NEIGHBOR

The game's perspective is fixed on your fortress, but you can see how your opponent is doing by pressing the R Button while pressing the Control Pad toward your rival's fortress.

BUILT TO LAST

Fortress uses the building blocks of classic stack-'em-ups and lays the groundwork for a fresh twist on puzzle games. Majesco's new puzzler on the block may look like Tetris, but it's a new experience and one that's sure to please gamers who want a mildly challenging mind-bender.

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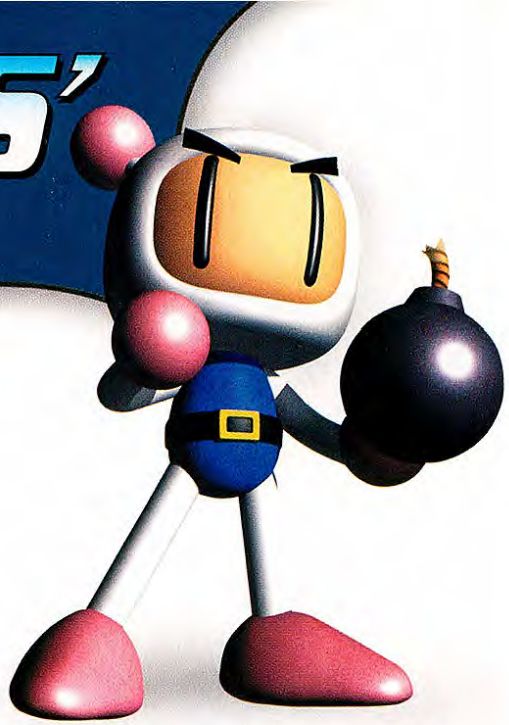
COUNSELORS' CORNER

Your Questions—Our Experts!



BOMBERMAN TOURNAMENT

HOW DO I HEAL KAI-MAN?

Kai-Man, the seafaring Karabon, will be little more than an invalid until you scare up some disinfectant in a cave north of Delta Town. Talk to a woman in a seaside shack before you start your rescue mission. She's in a house on the southernmost point on the beach—it's near the jetty where you'll eventually go deep-sea diving. Once you've talked to the woman and picked up the disinfectant, Kai-Man's caregiver, Lana, will heal the Karabon so it can join your team.

Talk to a woman in a house southwest of Delta Town, then visit Kai-Man and Lana in a house west of High Mt. Lana will keep turning you away until you've spoken to the woman.

Use Sharkun to find the secret cave entrance around the corner from Lana's house. The disinfectant is in a treasure chest in the cave. Lana will automatically take it from you.

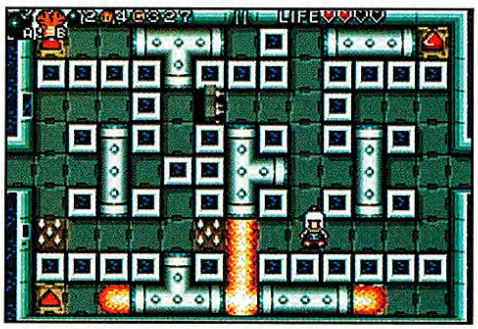
Once healed, Kai-Man will join your team. The Karabon allows you to breathe underwater, so you can investigate the ocean floor for treasure and enemies.

HOW DO I GET THROUGH PRETTYBASE?

PrettyBase can be pretty exasperating if you haven't gathered two power-ups before you enter it. One of them, the FireUp, is in a side room of the MagBase. The second power-up is the TwinDragon Karabon. The power-ups extend the length of your bomb blasts, and you won't need them until you reach a room in PrettyBase containing a complex switch and pipe puzzle. You cannot activate the switches without them, and you can't proceed without activating the switches.

The room containing the FireUp may seem like an optional side trip while you're in MagBase, but the item will be critical when you get deep inside PrettyBase.

Take the time to rescue TwinDragon before you enter PrettyBase. You'll spot the Karabon on top of High Mt., but you'll need assistance from an underwater whale to reach it.



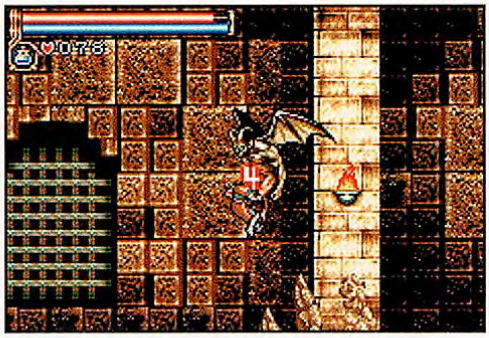
The extra blast distance will allow you to activate switches near pipes in PrettyBase. You'll have to leave the base and come back if your bombs aren't powerful enough to do the job.

CASTLEVANIA: CIRCLE OF THE MOON

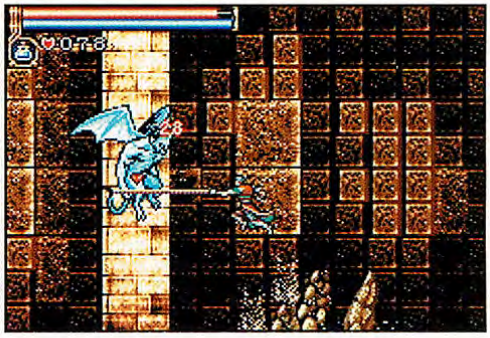
WHY CAN'T I DEFEAT THE EARTH DEMON?

The Earth Demon in the Catacombs is annoying, but you can easily defeat it if you are patient and learn to maximize your vertical leaps. As you jump, roll your thumb across the B Button so you release your whip at the apex of your leap. You can predict the direction of the demon's attacks by looking for a flash of lightning above the ground.

The Earth Demon will repeatedly unleash waves of rock at you. A small flash of lightning above the ground will warn you that an attack is coming.



Avoid the area beneath the demon. If you touch the creature while avoiding its attacks, you'll take damage.



Hold down the A Button then roll your thumb across the B Button to whip the demon. It will take several whippings to defeat it.

WHAT'S THE BEST WAY TO DEFEAT CERBERUS?

The demon dog in a courtyard at the end of the Catacombs will beat you up with lightning and energy ray attacks if you are standing in the wrong place at the wrong time. Avoid the middle of the courtyard. It's best to attack Cerberus with potions while it is stationary at either end of the courtyard. Take cover after you toss the potions—or the boss may pounce on you.

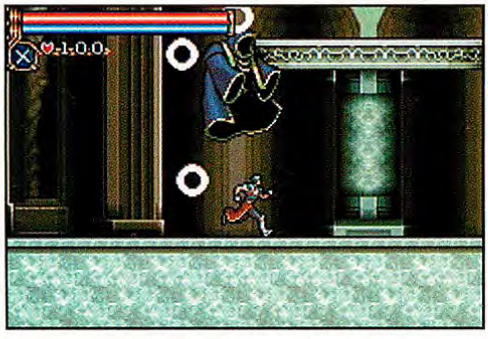
Cerberus will turn blue before it releases electrical attacks and red before firing an energy ray. It also leaps back and forth in the courtyard.

Toss potions at the boss just before it attacks. The eerie, blue flames will cause damage for several seconds.

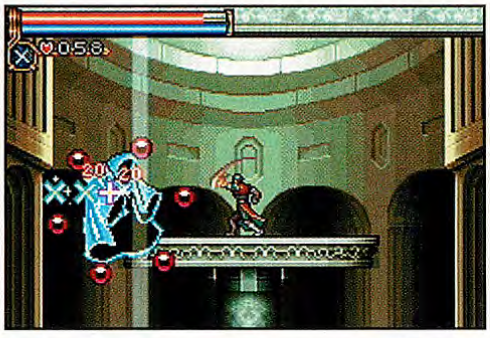
Cerberus's energy ray is difficult to avoid—you have to be far away or directly behind the boss. Get behind the boss then attack with your whip.

HOW DO I DEFEAT THE NECROMANCER?

The Necromancer will hurl energy rings at you, conjure zombies that patrol the ground level and transform into a deadly bouncing orb. Take up a position on the pedestal in the center of the room then repeatedly hurl the Boomerang at the boss when it pauses before an attack. Don't stay on the pedestal, however, or the boss will charge you.



Dash to avoid the Necromancer's salvos of energy rings. When it transforms into an energy orb, take cover on the extreme right or left side of the room.



You can hurl more than one Boomerang at a time, so you should launch as many attacks as possible when the boss gives you an open shot.

The Necromancer will appear defeated before transforming into a skeletal demon for stage two of its attack. Use the same tactics to fight it.

TONY HAWK'S PRO SKATER 2 (GBA)

HOW DO I COLLECT THE SECRET TAPE IN THE HANGAR?

The Secret Tape is hovering over a gap in a hidden Wind Tunnel near the helicopter. To open the entrance to the tunnel, grind across the propeller inside the halfpipe. You can't just skate into the tunnel—you'll need to grind the top of a small ramp then drop into the hidden area. Once inside, build up speed on the halfpipe then spin to the tape.

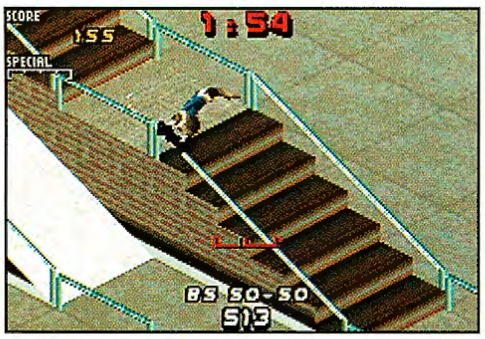
Approach the propeller at a 45-degree angle then ollie onto it. After you finish your grind, a message about the Wind Tunnel will appear.

A floating arrow will indicate the entrance to the Wind Tunnel. Grind the ramp lip in front of the entrance to access the area.

The perspective makes it tough to zero in on the tape. It isn't as high in the air as it looks, so you shouldn't overdo your jumps.

WHERE ARE THE ROLL CALL RAILS ON SCHOOL II?

The Roll Call Rails objective is one of the more confusing tasks on the School II level. You may think you've tried every rail in the schoolyard, but the game developers played a trick on you. One of the rails is on a rooftop. The rails on the two segmented stairways are the other two Roll Call Rails. You'll need to use a ramp to ollie onto one of them.



The long stairway with a ramp beside it is the easiest of the three Roll Call Rails. You need to grind the majority of the rail.

The Roll Call Rail on the lower right-hand side of the school yard has a handy wooden ramp beside it so you can ollie onto it.

You'll need plenty of speed or enhanced skill stats to reach the third rail. Use the small wooden ramp to make a big leap onto the roof.

WHAT SHOULD I DO TO THE BLUE COW?

If "Wrangle the Blue Cow" doesn't seem like an explicit instruction to you, you probably aren't alone in your confusion. The objective actually has three parts. You'll need to ollie diagonally over the cow statue twice so that you either take off or land on all four sides of its square base. Grind across the cow's back to complete the objective.

Use the banked wall near the statue to build up speed for your two ollies over the cow's back. You should ollie right as you hit the base.

To complete the jumping part of the objective, you'll need to ollie twice over the statue and its square base until you've cleared all four sides.

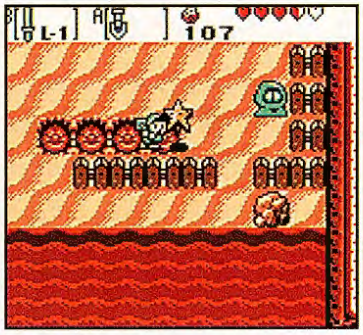
The grind across the cow's back is the trickiest part of the objective. You'll need to line yourself up with its head or tail then ollie onto its back.

THE LEGEND OF ZELDA: ORACLE OF SEASONS

HOW DO I BUY ROSA'S RIBBON?

Rosa's ribbon is on display at the Subrosia Market, but you'll need something better than common ore to purchase it. Dig up the special piece of star-shaped ore that's buried under the sand on the shores of Lava Lake. If you keep digging on the beach, you'll eventually find it. Present the ore to the shopkeeper to buy the ribbon, then give it to Rosa.

The shopkeeper will take ordinary ore in exchange for most items at the Subrosia Market, but not the ribbon.



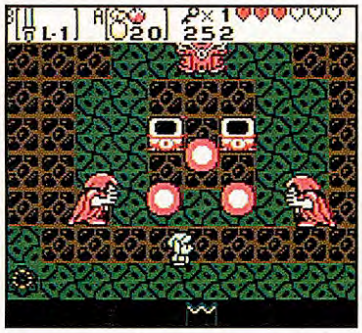
Use your shovel to dig up the Lava Lake beach. You'll eventually find the star-shaped ore.

Take the ore back to the Subrosia Market, where you can trade it for the ribbon.

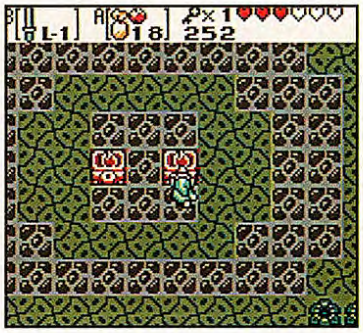
After you give the ribbon to Rosa, she'll open locked doors for you so you can reach the Tower of Summer.

HOW DO I DEFEAT THE DANCING DRAGON MINIBOSS?

The miniboss in the fourth dungeon may seem impossible to defeat until you discover its secret. If you use Ember Seeds to light two torches in the center of the room, you'll see that only one of the three enemies casts a shadow—the real miniboss. Slash it with your sword to cause damage. Keep relighting the torches and attacking the miniboss until it's defeated.

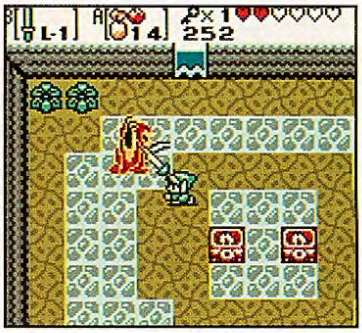


Take your time and play it safe. Your first priority should be avoiding enemy fireballs.



Once you've reached the center of the room, light the two torches then position yourself to attack.

Look for the enemy with the shadow beneath it. If it isn't close when it materializes, try again.



When the enemy is exposed, strike it with your sword. Repeat the sequence until it's defeated.

Q&A FAST FACTS

Stuck? Pick up the phone and give our counselors a call.
Or write to: Counselors' Corner, P.O. Box 97033, Redmond, WA 98073-9733

In the USA Call: 1-900-288-0707
($1.50 per minute. Callers under 18 need parental permission to call.)

In Canada Call: 1-900-451-4400
($2.00 per minute. Callers under 18 need parental permission to call.)

F-ZERO MAXIMUM VELOCITY

Q: How do I avoid the walls on turns?

A: Try using the shoulder buttons to bank, or tap A to perform blast turns.

Q: Is there any way to make the vehicles easier to control?

A: Some vehicles are easier to control than others, but you can't improve the handling of any individual vehicle.

Q: How do I avoid taking damage during jumps?

A: As you land, press Down on the Control Pad to lessen your impact.

SUPER DODGE BALL ADVANCE

Q: How do I perform a Super Throw?

A: Run, then press B after taking three steps. You also can run, jump then press B at the apex of the jump.

Q: Can I change a player's Super Throw?

A: You can't, but you can change the positions of the players before a game to try different throws from different positions.

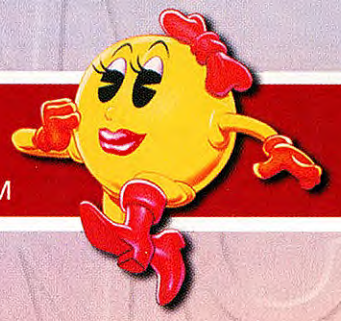
Q: Can players on the sidelines do Super Throws?

A: Yes.

Make the Most of Your Game Counseling Call!

Don't try to play the game during your call—just take notes for later. It often takes longer to execute moves than it does to write down a counselor's instructions.

NAMCO MUSEUM™



Namco has liberated five classic games from their cabinets and condensed them into a retro arcade that you can pop into your pocket. This museum is a traveling exhibition on Game Boy Advance.

EVERYONE E CONTENT RATED BY ESRB

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MS. PAC-MAN™

DIG DUG™

Galaga™

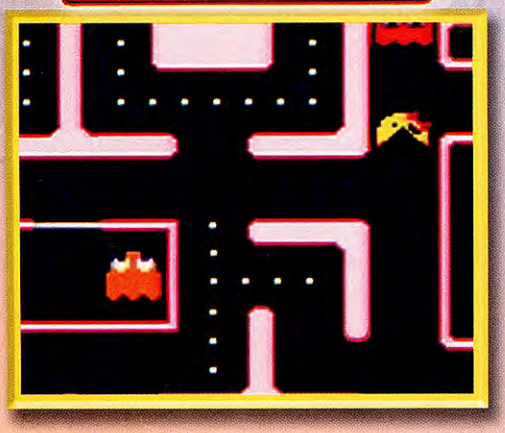
Galaxian™

POLE POSITION™

COMPACT QUARTERS

In the dark arcades of the 1980s, you'd have to stack your quarters on arcade cabinets and wait your turn to play games like Ms. Pac-Man, Pole Position, Galaxian or Dig Dug (you'd never get a chance to play Galaga, because there was always some guy hogging it for an hour on the same quarter). With the arrival of Namco Museum for GBA, you'll be able to play the classic games whenever and wherever you like.

MS. PAC-MAN

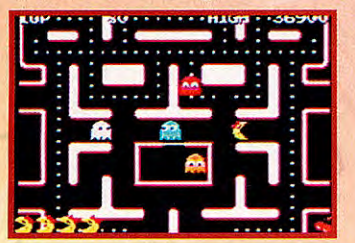


The original yellow glutton is AWOL from the GBA version of Namco Museum, but his female—and arguably more popular—counterpart will be happy to consume his portion of the pixel smorgasbord. Pac-Man does make a few cameo appearances in the game—if you can make it far enough.

CHOMPING AT THE BITS

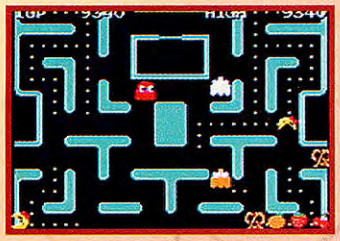
Ms. Pac-Man is a simple game with simple objectives, and it quickly becomes very difficult if you don't have a strategy for success. Starting from the center of the lower half of a maze, you must avoid four annoying ghosts and eat all of the dots to progress to the next round. The Power Pills in the four corners of the maze temporarily enable you to eat ghosts.

The Four Stooges

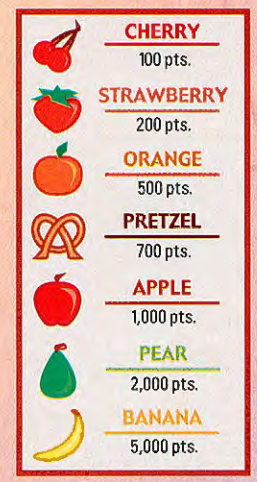


The four ghosts are equally deadly if they touch you, but Blinky and Pinky are the most difficult to avoid (see the chart at right). You can turn the tables on your tormentors by swallowing a Power Pill, which makes ghosts temporarily edible. The point value progressively increases for each ghost you eat.

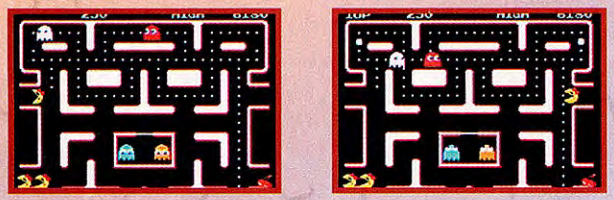
Much-Needed Roughage



In addition to the dots and ghosts, special items will bounce through the maze from time to time. You'll need to be quick, because they won't hang around for long. In each maze, two treats will appear—the first one after you eat 70 dots and the second one after you eat 170 dots.

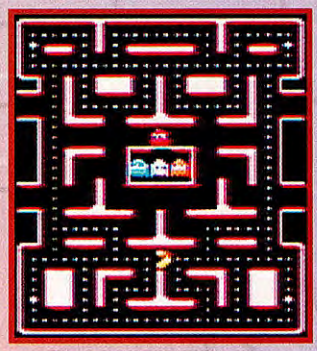


Warps

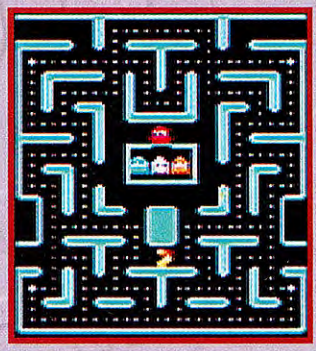


Warps—passageways that allow you to leave the maze on one side of the screen then reenter the maze on the other side—are critical to survival in the later stages of the game. Ghosts slow down as they pass through the warps, but you do not.

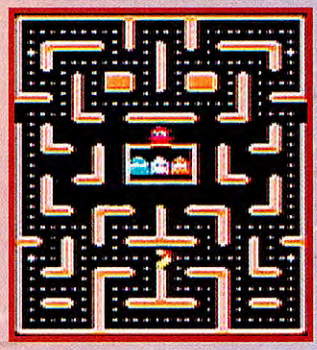
Maze 1



Maze 2



Maze 3



Maze 4

A BAD PLACE TO EAT

There are four different mazes in the game, and each of them has a trouble spot. Munch on a Power Pill before you navigate the areas indicated below, or you may get trapped between two ghosts.

Maze 1

Maze 2

Maze 3

Maze 4

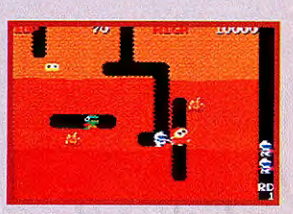
Dig Dug

Dig Dug is credited with introducing sedimentary rock to the world of video games. In it, the title hero digs through the earth in search of fire-breathing dragons and red, snorkel-wearing, balloons.

START GETTING PUMPED

An air pump is an unlikely weapon, but that's all you'll have to defend yourself in Dig Dug. Fire a hose into approaching enemies, then hold down the A or B Button to fill them up with air until they explode. You'll be vulnerable while you're pumping, however, so keep an eye out for other enemies when you go on the attack.

Filled to Bursting

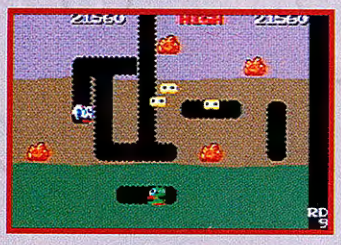


More often than not, you'll need to rely on your pump to defeat enemies. You can shoot your hose through thin walls, so it's a good idea to leave a small safety barrier of earth between you and your enemies—especially if there is more than one enemy in a cave. Make sure that you have enough time to pump up one enemy before another arrives.

Set the Trap

If you have several enemies chasing you at once, try leading them into a trap. Pass under a rock so that it crashes down on your pursuers. You can also dig a vertical tunnel up to a rock, wait for enemies to follow you, then release the crushing weight so it falls on top of them.

Soiled Sneakers



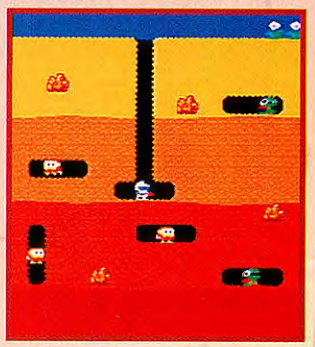
Dig Dug would be an easy game if your enemies would stay in their little caves. They don't, of course. Pookas and Fygars will creep through the soil until they find an open tunnel. Let them come to you—don't try to greet them.

The Earth's Bounty

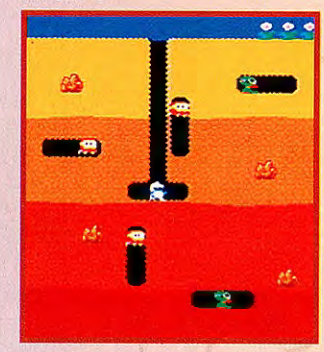
Delicious fruits and vegetables—along with a gross, half-eaten apple—will appear after you successfully crush enemies under two different rocks. The treats don't hop around as they do in Ms. Pac-Man, so they're easy to grab.

Area 1

Area 2

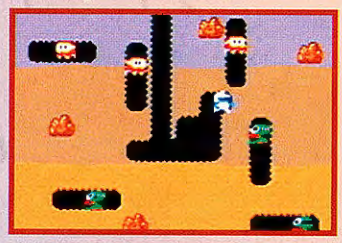


Area 3

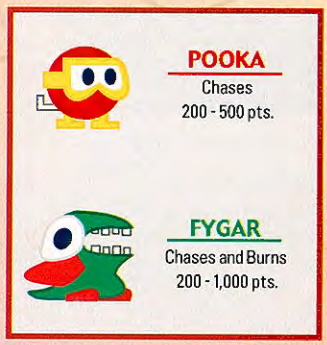


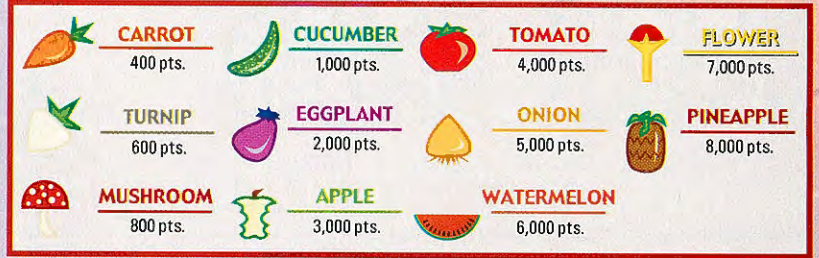
Area 4

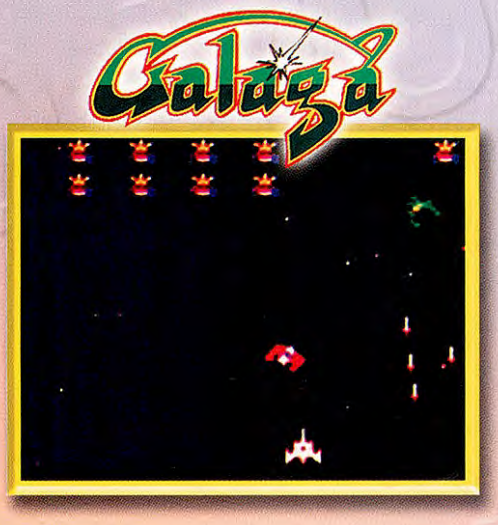
Crusty Critters



There are only two types of enemies in the game: Pookas and Fygars. Pookas will hunt you down until you deflate them or they deflate you. Fygars also pursue you, and they occasionally breathe fire. The fire can penetrate thin walls.







Galaga machines used to be as common as roaches—probably because it's one of the most addictive shooting games ever created. Although it has some similarities to Space Invaders, Galaga is much more frenetic and challenging.

Laser Fodder

The red fighters are the least threatening of the alien enemies you'll face. They'll make one pass at you, fire some missiles, then return to their spot in the formation. In later levels, one red fighter may split into a squadron of three fighters.

Pest Control

The insectlike, blue and green fighters will aggressively swarm at you and attack you from behind after you think they've already passed by. The best response to their attacks is to shoot them.

Alien Abduction

You must hit boss fighters twice to destroy them, but you shouldn't destroy them right away. Instead, let one of them capture your ship. When you shoot the kidnapper, you'll recover your ship—and double your firepower.

The Line Forms Here

Several waves of alien fighters assemble themselves into a convoy at the beginning of each stage. Their routes are predictable, so you should be able to destroy a large percentage of the ships before the main attack begins. Once the aliens are in formation, fighters and small squadrons will break off from the group at regular intervals to attack you. Keep moving or the attackers will quickly zero in on your position.

Hemmed In

There are times when you should move to the corner to avoid enemy fire, but you shouldn't stay there for very long. The aliens will trap you there then send a kamikaze ship to destroy you.

Shooting Gallery

You'll be treated to occasional bonus stages if you survive the alien onslaught. Test your shooting skill by picking off rows of aliens as they streak across the screen. You'll have an easier time if you've recovered a captured ship.

Galaxian bears a family resemblance to its more popular sibling, Galaga, but the game presents a unique set of challenges—including a lethargic missile cannon.

Yellow Bellies

The yellow boss fighters at the top of the convoy will swoop down to attack you with two red escorts. If you manage to take out the leader during the attack, you'll have a few extra seconds of peace before the aliens launch another raiding party.

Falling Afoul of You

The aliens have two basic attacks: Some will fall directly at you and others will zigzag across the screen. The fighters that sway back and forth may drop several clusters of bombs at you during each attack run.

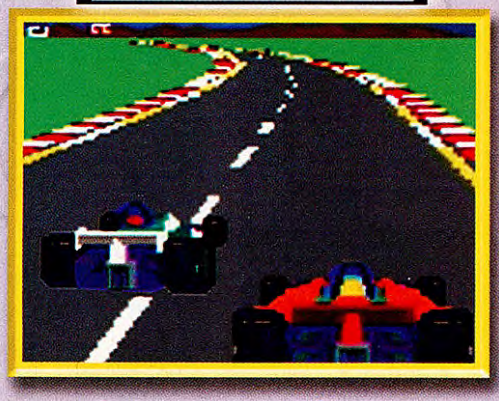
Missing Your Missile

Your ship moves fairly slowly in Galaxian, but your primary liability is your weapon system. You can launch only one missile at a time, and you have to wait for your last missile to explode or disappear before you fire another one. In other words, the more aliens you hit, the more missiles you'll be able to fire.

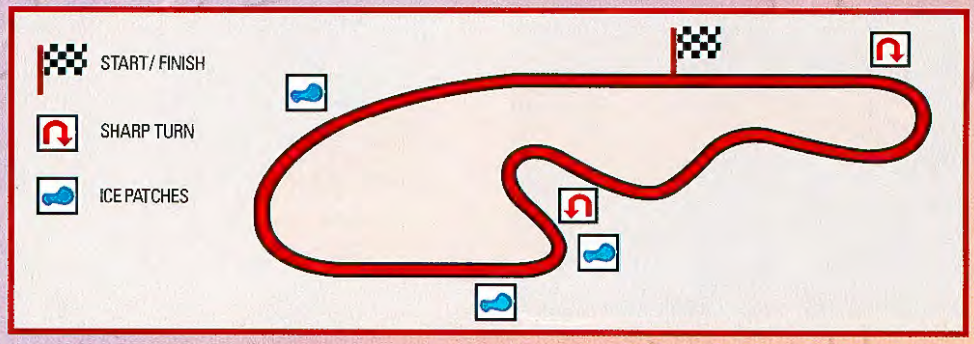
Point-Blank Blasting

Because aiming can be tricky and missiles are scarce, you might want to target enemy fighters at close range. The upside is you will replenish your missiles faster and improve your hit percentage. The downside is that you will lose your ship if your timing is off.

POLE POSITION



One Track. One car. Lots of billboards. Pole Position may seem simple in comparison to newer racing games, but that's only because it is simple. It's also fairly difficult—at least at first. Once you learn the handful of twists and turns on the game's single course, you should be able to take home a trophy.



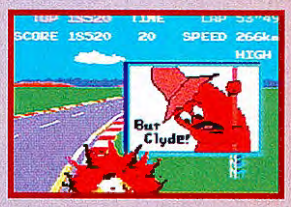
A Qualified Yes

You'll need to prove yourself in a qualification run around the track before you can enter an official race. All you need to do is pass a couple of cars on the way to the start/finish line for a spot in the eight-car race. Look for signs that warn you of sharp curves in the road.

Passing Grades

If you run a clean race, pass plenty of cars and reach checkpoints along the way, you'll get the chance to continue racing. Crashes won't end your game immediately, but they will eat up valuable time. On the other hand, you can't slow down and play it safe. You'll need to take risks if you want to finish the race.

Bumper to Bumper



Your ranking in the qualification run will determine your position in the starting order. The ideal spot is, of course, the pole position in the front. Start in low gear, weave through the cars in front of you, then kick the car into high gear when your speed approaches 170 mph. Watch out for billboards at the turns.

Squealing Slicks

The course's two hairpin turns are difficult to negotiate at high speeds—particularly when you're sharing the track with other cars. Try dropping down to low gear when you approach a turn. Otherwise, sharp turns will result in skids and crashes.

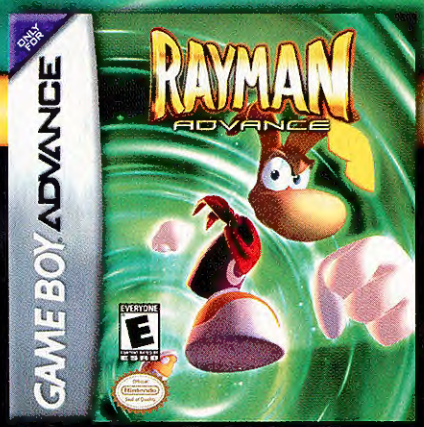
PAC IT AND GO

Gamers who grew up with classic arcade games will get a big dose of nostalgia from Namco's tiny Game Pak, but that doesn't mean gamers born after 1975 should pass up a trip to the museum. There's a good reason that many of the games still take up floor space in contemporary game centers—they're a lot of fun.

Graphics of this calibur have never before been seen on a handheld system, and the first time you see Rayman, you will be stunned.
Game Informer

RAYMAN® ADVANCE

Rayman's whole universe in your hands–60 levels of 32-bit graphic goodness, now on Game Boy® Advance.



Available June 2001

DIGITAL ECLIPSE

GAME BOY ADVANCE

Ubi Soft
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ESPN FINAL ROUND GOLF 2002

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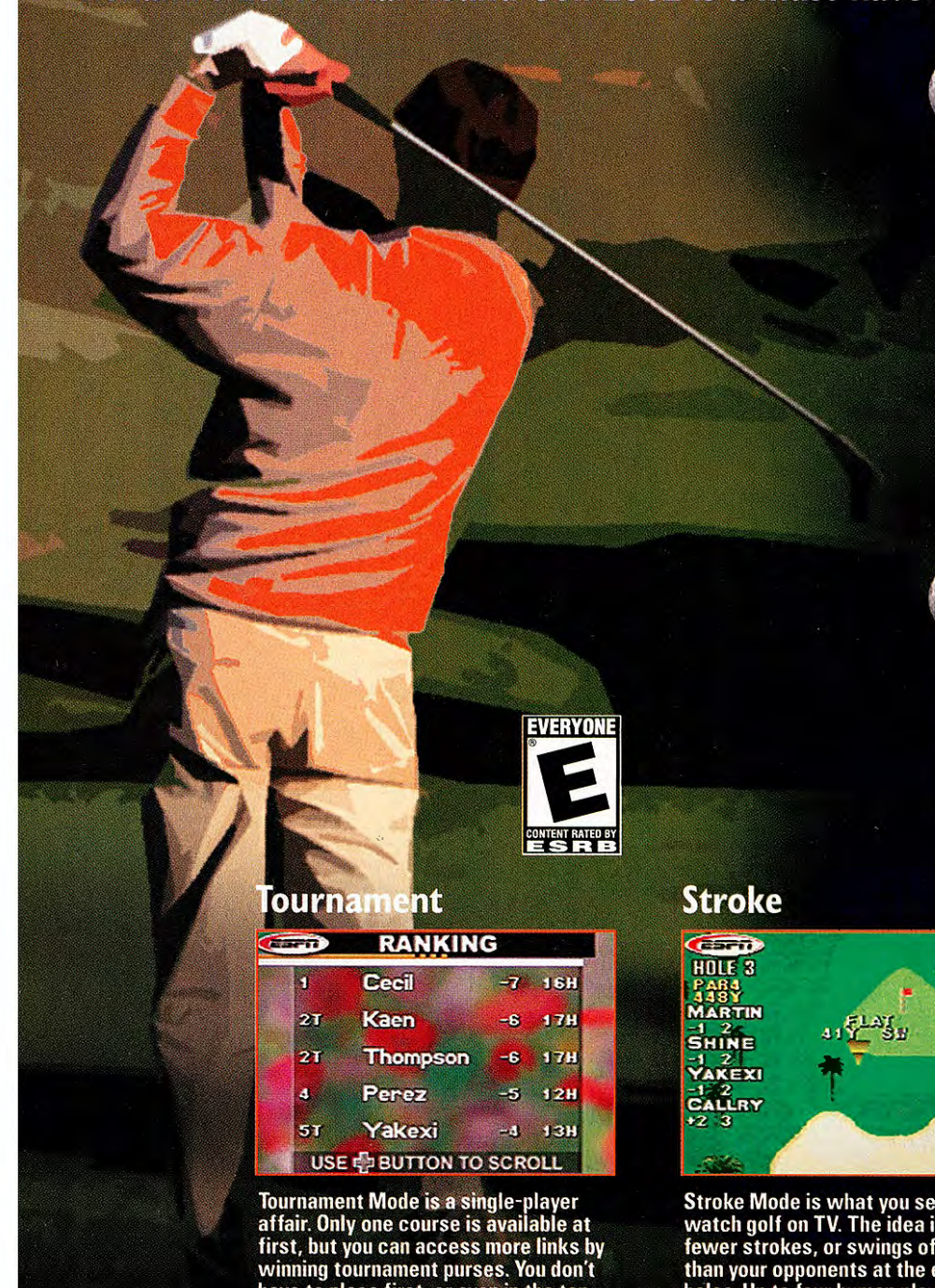
Step up to the tee with the first portable links action exclusively for your Game Boy Advance. Boasting 14 unique golfers and six different 18-hole courses, Konami's ESPN Final Round Golf 2002 is a must-have for golf fans of every stripe.



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Fore!

In the real word, golf is a time-consuming, expensive affair. Add up the cost of clubs, shoes, green fees, cart rental and some really ugly hats, and you're looking at a price tag that makes golf on the GBA look like a bargain. And with three different modes of play and the ability to create a linked multiplayer foursome, you'll never get stuck behind a heavy handicapper again.

Three Ways to Play

The aim of golf is to hit the ball into a hole using the fewest strokes possible. Note that "hole" means both a part of the course (like the 18th Hole) and the cup on the green. The three play modes are Tournament, Stroke and Match.

Tournament

Tournament Mode is a single-player affair. Only one course is available at first, but you can access more links by winning tournament purses. You don't have to place first, or even in the top three, to make money—but you'll get paid more for a higher finish.

Stroke

Stroke Mode is what you see when you watch golf on TV. The idea is to have fewer strokes, or swings of the club, than your opponents at the end of 18 holes. Up to four human players can compete in Stroke Mode, but there are no extra courses to unlock.

Match Play

Match Play uses rules similar to the PGA's annual Skins Game—though you won't win any money in Match Play. Whoever has the lowest score on a hole wins a point. The player with the most points at the end of the round is the winner.

Talk the Talk

Before you tackle the greens, take a moment to learn the lingo of the links. The chart to the right will teach rookies everything they need to know about some basic golf terms.

albatross - three under par
birdie - one under par
bogie - one over par
double bogie - two over par
eagle - two under par
fairway - short grass between the tee and green
green - manicured area of grass around the cup
handicap - strokes given to a less-skilled player
hazard - sand traps, rough and water
par - strokes needed to remain even on a hole
rough - longer grass surrounding the fairway

Pick a Pro

Each golfer has a different rating in four areas: Power (how far you can hit the ball), Control (higher Control makes the Power Gauge easier to use), Impact (the odds of hitting the ball dead-center) and Spin (your ability to put spin on the ball). Wille is far and away the best golfer, but you can win with any pro. If you're playing against a human newcomer, take a weak golfer like Kaen to give your buddy an advantage.

Wille
power
control
imp
spin

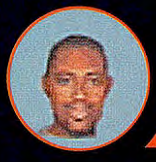
Martin
power
control
impact
spin

Sting
power
control
impact
spin

Henre
power
control
impact
spin

Jason
power
control
impact
spin

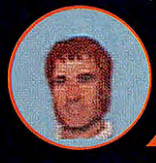
Jion
power
control
impact
spin



Fox
power
control
impact
spin

Jack
power
control
impact
spin

Yakexi
power
control
impact
spin



Kaen
power
control
impact
spin

Shine
power
control
impact
spin

Bajio
power
control
impact
spin

John
power
control
impact
spin

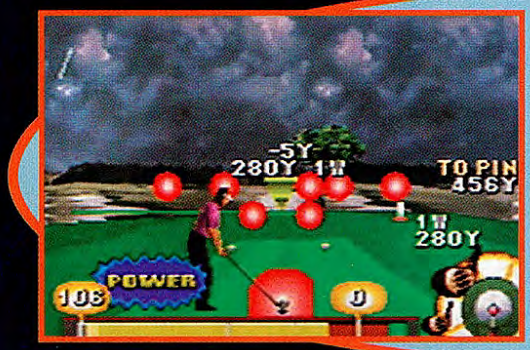
Callry
power
control
impact
spin

Gauge Your Progress

The Power Gauge below is your ticket to the big time. Once you line up a shot, press the A Button once to make the cursor move to the left. Press A again to determine the shot's power and send the cursor back to the right, then hit A one final time to establish accuracy. Stop the cursor as close to the white accuracy line as possible for a perfectly straight shot.

Pacific Country Club - Hole 2

Pacific's second hole is a driver's delight. The sand traps are small and unobtrusive, and you can easily reach the green in two shots—use the No. 1 wood and a No. 2 iron.



An Extra Boost

If you use a Super Power Shot, your accuracy will become much more difficult to control, but the ball will travel farther. Use Super Power by stopping the cursor at the far-left end of the Gauge, which will shake if you perform the move correctly. Note that wind will have more effect if you use a Power Shot.

Homespun

Once the cursor is moving, you can strike the ball left or right of center by holding Left or Right on the Control Pad. Doing so will put a spin on the ball and help your aim—but it's tricky to pull off. You'll usually have more luck hitting the ball dead-center.

Up and Down

You can also strike the ball to the top or bottom of center. Striking the top half of the ball actually forces it upward—the physics may be a little odd, but it's a good trick for clearing nearby trees.

Patience Is a Virtue

NP Though it's tempting to rocket the ball down the middle of the fairway, such a strategy will put you in a world of hurt. Don't be afraid to shoot around hazards, even if it adds a few feet to your distance from the hole. Your goal is to reach the green at two under par so you have a chance to birdie. All greens can be reached in a three shots or fewer, even if you play conservatively.

Drive Me Crazy

Your first shot on each hole is referred to as a "tee shot" or a "drive", though a drive can also mean any long shot down the course. Oddly enough, the game's preset aim is often way off on tee shots, so make sure you're pointing at the bright-green fairway.

Into the Woods

Unless the hole is a particularly short Par 3, you'll want to use your most powerful club—the No. 1 wood—for all tee shots. The average drive travels between 275 and 300 yards, though the distance will vary depending on wind, the club used and the golfer's Power rating.

A Rough Break

Keep the ball on the fairway while driving. If your ball goes into the rough, you'll have to chip it out with a high iron. The ball travels only about half as far when shot from the rough.

Extra, Extra

Power Shots are especially effective when driving, since you usually have a lot of room for error—and few hazards—on the initial fairway. Note that you can use a wood on the fairway, but your accuracy will suffer.

Seaside Golf Course - Hole 5

Unless you're shooting into a strong wind, you can use a No. 1 wood and clear the water hazard with a Power Shot. Keep to the left side of the fairway to avoid the initial sand trap.

Breezy

Keep a very close eye on the blue wind meter in the top right-hand corner. Though it may not seem like much, a breeze of four to six miles an hour in any direction will wreak havoc on your shots—so you'll have to adjust your aim accordingly.

The Flukes of Hazards

You'll face three different hazards on the courses: sand traps (or bunkers), water and rough. Sand and rough will only slow your progress, but water hazards add strokes to your score in a hurry. It's impossible to avoid every trap, so you'll need to learn how to get out of them.

Sand in the Clowns

The toughest part of leaving sand or rough is judging your power. It takes about 20 to 40 percent more power to make a shot from one of the hazards. The sand wedge, the club marked SW, is your best tool for escaping bunkers, but any iron can clear the rough.

Waterlogged

If you knock your ball into the water, you must take a drop—which means you take your next shot from a point near where the ball entered the water. You'll be penalized one stroke for a water shot, so shooting around large ponds is a good strategy, even if it makes for a longer shot.

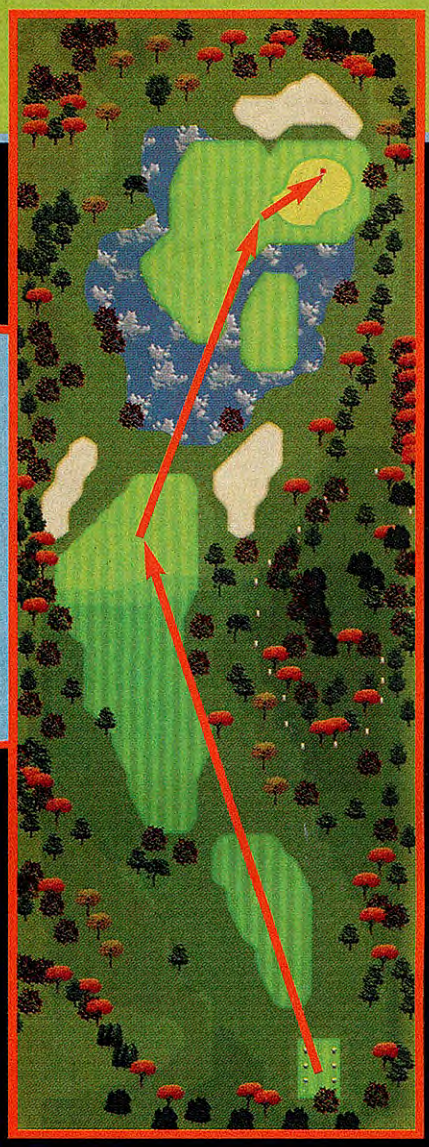
Iron Out a Plan

The mid-range part of your game—known as the approach—is, perhaps, the most important aspect of golf. With a range of different irons in your bag of tricks, you need to become comfortable with the nuances of each club. Lower-numbered irons shoot farther but closer to the ground. High irons don't propel the ball as far, but will keep the ball airborne longer.

Clubbin'

Your computer caddy will automatically choose an iron for you once you're on the fairway, and his selection is usually a good one. If you need to shorten your shot, press the B Button to cut your power in half.

North Hill Golf Club - Hole 9



Your biggest concern on North Hill's ninth hole is the large water hazard near the tee. Don't try to land on the small island—just shoot over the water and approach from the left-hand side.

The Gentle Touch

Try to shoot a foot or two short of the cup when approaching the green. If you hit the hole straight-on, your ball might bounce off the flag. The most common mistake is to use too much force and overshoot the green entirely.

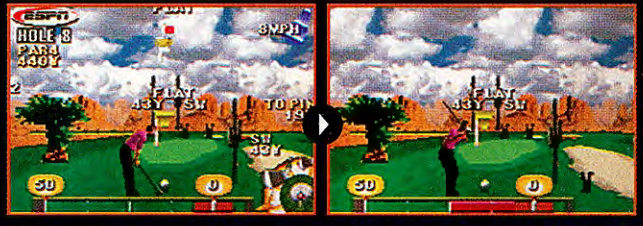
Evergreen Club - Hole 15

Watch for the large pond in the middle of the course! It's safer to drive around the right-hand side of the water, but you'll save a stroke if you use a Power Shot and aim straight for the cup. Don't overshoot the green, or you'll bounce into the far sand trap.

Perfection Incarnate

When using irons, sacrifice power for accuracy—unless you take a long second shot up the fairway. You should also avoid Power Shots with an iron. The Gauge's cursor won't stop on a dime, so stop it just before it reaches the desired Power setting.

The Spin Room



The most commonly used spin in golf is backspin, and it can occasionally come in handy. By striking the bottom of the ball, you can make it roll backward once it lands. It's useful for approach shots that put you on the green.

Don't Be a Putt Head

It's tempting to putt from the edge of the green, but don't be fooled. Putters are effective only on the green proper. Use wedges to chip your way onto the green, no matter how close you are.

The Putt Glut

Putting is one of the most difficult parts of golf in real life, but ESPN Final Round 2002 makes it a snap. There is no graph or other indicator of how the green dips and curves, but, luckily, most greens are as flat as a Kansas highway.

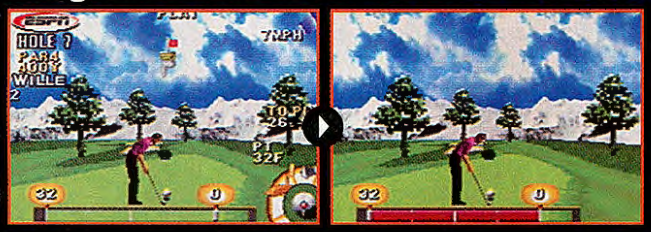
Aim True

Once you're on the green, the caddy will line up a shot for you. It's correct 95 percent of the time, so all you have to worry about is how hard to hit the ball. If the angle seems off, adjust it a couple of notches.

The Fraction Attraction

Your putter has two settings, 32 feet and 96 feet, and you can switch between the two with the B Button. Always check your putter's setting before completing a putt, and adjust the Power accordingly. You control only Power while putting, not Accuracy.

Long in the Tooth



Always putt long, no matter what. Even if you have a putt of five feet or less, you'll want to hit it at least 10 feet. It is a fairly common occurrence for your putts to fall short, but they almost never overshoot the mark—even if you use a Power Shot putt.

Desert Valley - Hole II

How green was my valley? Not at all, if you're referring to Desert Valley. The fairways are easy to hit with a straight shot, but the yellow dirt around the grass functions as the world's largest bunker.

Spacey

You can unlock new courses by winning money in Tournament Mode, but you'll need to become a multi-millionaire to see them all. There's even a secret nighttime course after the five main tournament ones, but it is playable in only Match and Stroke Modes.

Swing Away

Golfers hankering for a taste of the green will be pleased with ESPN Final Round Golf 2002, but those who've never set foot in a country club will find it enjoyable, too. With attractive graphics, solid game play and more courses than most golf games on any system, palm-sized putting is here to stay.

GAME BOY a-GO-GO

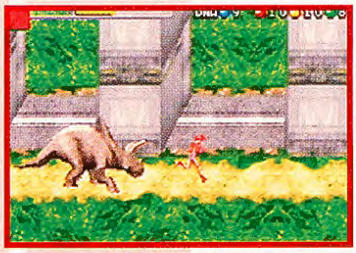
GEAR UP WITH OUR GRAB BAG OF GROOVY GAME BOY GAMES!

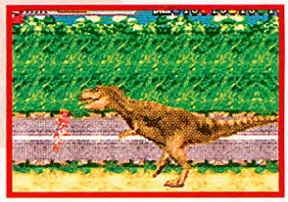
THIS MONTH

- Jurassic Park III: The DNA Factor
- Hot Potato
- High Heat Major League Baseball 2002
- Mat Hoffman's Pro BMX
- Woody Woodpecker
- Stuart Little: The Journey Home
- X-Men: Wolverine's Rage
- Robocop

SOMETHING SURVIVED

Konami gives you an E-ticket ride through the theme park that time forgot in an action/puzzle game inspired by the silver-screen summer sequel, *Jurassic Park III*. As pilot Lori Torres or photographer Mark Hanson, you must collect dinosaur DNA samples scattered about the park grounds, which are inhabited by velociraptors, T-rexes and other once-extinct beasts. To pump up the action to bronto-sized proportions, *Jurassic Park III:* The DNA Factor follows up each side-scrolling level with a tense round of genetic puzzle-busting. The difficult game packs in thrills, variety and challenges, and whether you're arranging DNA puzzle pieces or fleeing from Jurassic pests, you'll find the game is no walk in the park.





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JUNGLE OF GIANTS

After a plane transporting dinosaur DNA crashes near the park, you are sent to Isla Sorna to recover the scattered samples. Your journey begins in the Jungle of Giants, an area populated by not-so-giant, green dinosaurs known as the compsognathus.

The High Road and Low Road

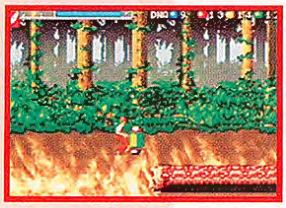
The side-scrolling areas feature two paths for you to explore—a path in the foreground and a path in the background. Press Up or Down on the Control Pad to switch "lanes" as you comb the area for the four types of DNA component.

The Park Is Worse than Their Bite

The other dinosaurs you'll encounter are worse than the compsognathus, but the little dinos can still nibble away at your health. Lure them away with the fresh meat found at the beginning of the level. Press R to pick it up and hit B to toss the bait.

Distract the Dinos

Use the meat sparingly since you're unarmed and have only a limited supply of bait. If you run out of meat, you can outwit a compsognathus by facing it. If the dino is not in a pack, it will freeze when you look at it and it will attack only when your back is to it.



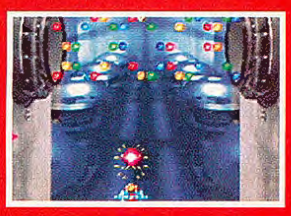
Base DNA

The green canister at the end of every level is the Base DNA. Grab it to complete the level, but make sure you've collected as many of the color-coded DNA units as possible. If you haven't collected a majority of every color, you'll have to restart the level.

Genetic Engineering

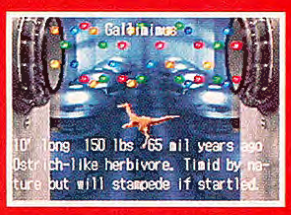
Jurassic Jumble

After successfully finishing a side-scrolling level, you'll use the DNA units you've collected to play a puzzle game. Complete the broken DNA chain by shooting matching DNA units into the vacant spots in the double helix.



DNA Matchups

A circle in the chain indicates a DNA match. Aim for circles only. If sparkling Xs appear in all vacant spots, then your current DNA unit won't fit in the chain. Fire any unnecessary units at the pink microorganisms to destroy them.



Creating a Dinosaur

Fire to load your injector with a new DNA unit. If you can complete the genetic sequence and avoid getting hit by microorganisms, you'll create a dinosaur. See and learn about your creation by pressing L and A simultaneously while viewing the level select map.

GRASSLANDS

In the first puzzle round, you'll create the fleet-footed gallimimus, and herds of them will stampede through the second side-scrolling level. Listen for their cry—it's the warning sign that a gallimimus is about to charge toward you.

Gallimimus Stampede

When you see a gallimimus running your way, quickly dodge it by moving up or down to change paths. You can also avoid getting run over by crouching behind a log. The sprinting dinosaurs leap over logs, so they'll sail over you if you duck near one.

Run and Gun

It's no easy task dodging dinos without a scratch, but a weapon will make things a bit easier. Enter the pen to grab the gun. It has a limited supply of bullets, so don't waste them on the smaller dinos. Instead, use them for any gallimimus that comes stomping your way.

Race to the Finish

Stampeding dinosaurs patrol the final stretch of the Grasslands where the Base DNA is located. Fend them off with your gun and quickly work your way to the Base DNA. As soon as you reach it, press the R Button to grab it before you're trampled.

BACK TO THE JUNGLE

Your Jurassic journey takes you to the park's Hatchery, Raptor Pens and other savage places. You'll also revisit some areas that will be overrun by new dinos. When you return to the Jungle of Giants in the third level, it will be the stomping ground of a brachiosaurus.

Baiting Game

To get your hands on the gun, you must distract the green dinosaurs. If you have meat, toss it in front of a compsognathus. The dinosaur won't notice the bait if the meat lands too far in front of it, so be sure to make your throw from a few paces behind the dino.

Over the Gap

You can jump over the ravines, but you must leap over the narrowest opening to clear the gap successfully. Ravines are narrowest at the top, so walk to the upper path to make your jump. When you clear the ravine, be ready to move in case a gallimimus charges.

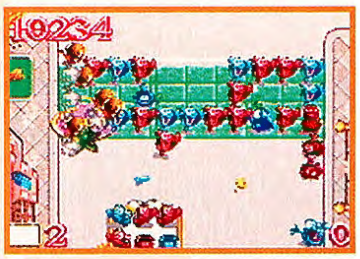
Brachiosaurus Showdown

When you meet up with the brachiosaurus, you must slip under its plodding feet. Take the upper path and press R while walking right to slide (if you're Mark) or roll (if you're Lori) under its raised leg. As it walks away, jump while it stomps or you'll take damage from the dino's seismic activity.

Original game ©2000 Dima Pavlovsky
©2001 BAM! Entertainment, Inc.

MARS NEEDS POTATOES

Mr. Potato Head isn't the only spud who knows how to have fun. In Hot Potato, BAM! Entertainment unleashes single boy and girl potatoes from Mars in a matchmaking puzzle game that's as complex as a carbohydrate. As the driver of a bus filled with girl potatoes, you must navigate a street crowded with red and blue boy potatoes. The spuds want to find a mate, so you must rearrange and color-coordinate your passengers and launch them into matching boy bystanders. The game is just as baffling as its story, and its on-the-go action will keep you on your toes as you try to give the taters what they're hot for—love. And to think, you thought potatoes just wanted to be covered in foil and sour cream.



SPUD SLINGING

Before you take it to the streets with your potato passengers, make a stop at Hot Potato's main menu. Choose one of two different styles of puzzle setup or select Options to adjust the game's audio and video.

Mission Game

In the Mission Game, you must pair potatoes with specific boy spuds. The taters you're after and the number of the special spuds you must bag will appear before the round starts. If you can meet the goal, you'll unlock the next mission.

The Options Menu

Select the Options menu to activate or deactivate the game's music and sound effects. You can also adjust the picture contrast by highlighting Contrast and tapping the A Button.

Score Challenge

In the Score Challenge, you must rack up enough points to meet the goal score that will enable you to unlock the next level. To learn how to maximize your potato points, follow the "Tuber Trouble" tips below.

CARBO LOADING

Since salt won't do, try giving your potatoes some pills to spice up the action. If you steer the bus over any of the colored power-up pills shown below, the capsule will orbit your vehicle. When the pill floats near a boy potato on the road, press A to give it to him.

If you like mashed potatoes, give a blue pill to a blue potato on the street. When he receives the pill, he'll turn green and go on a rampage, smashing all other spuds on the road.

The red pill has the same effect as the blue pill, except you must give it to a red potato. You'll rake in plenty of points once the pill transforms the red tater into an uber tuber.

When you pair like-colored potatoes, they'll fly home to Mars. If you can't make a match, use a yellow pill. When you give it to a spud on the street, he'll blast off on his own.

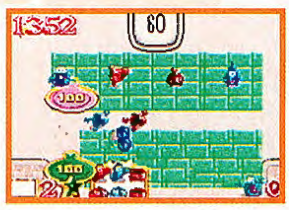
The green capsule is a sleeping pill, and you'll earn points for putting a tater to sleep. Give the pill to any spud. As long as he's snoozing on screen, you'll rake in points.

If you give a purple pill to a potato, he'll whip out a "Hit Me" sign. Fulfill his request and get rid of him. You'll receive bonus points for your deed.

TUBER TROUBLE

Whenever you hit the B Button, you'll launch the three girl potatoes sitting in the front row of your bus. Rearrange your tater lineup by pressing R, L or A. You'll win points if your girls hit matching boys, and you can score big with a few tricks.

Match potatoes to clear the yellow pads. When you evacuate a pad, you'll win the point value displayed on it.



Green strips are similar to the yellow pads. Clear the potatoes and run over the strips before they disappear.

Speed Lanes

Change the speed of your bus by driving over a 30, 40 or 60 pad. The 30 pad will shift you to the slowest speed, while the 60 pad will rev you up to the fastest speed. Potatoes are worth more points when you're driving fast.

©2001 The 3DO Company

IN THE BIG LEAGUES NOW

The 3DO Company steps up to the plate to offer the first baseball game for Game Boy Advance. Packed with current rosters, a Home Run Derby and cool pitching and fielding options, High Heat Major League Baseball 2002 comes as loaded as the bases in a grand-slam scenario. The GBA ball game is for one player only, but solo gamers who get their mitts on High Heat will still be able to have a field day since the game sports fast-acting controls, easy-to-use setups and fun ways to micromanage your team. If you love to play ball, High Heat is worth checking out—especially if you're a fan of Major League Baseball and hard-hitting action.

THE HEAT IS ON

High Heat Major League Baseball 2002 sports five different modes: Practice, Home Run Derby, Exhibition, Season and Playoffs. Familiarize yourself with the game's controls and setup by starting off in Practice Mode.

Practice

Head off to spring training for batting practice. Use different batters to practice left- and right-handed hitting. Press the A Button to start the pitch, then hit B to take a swing. Press B while pressing the Control Pad to direct your hit.

Home Run Derby

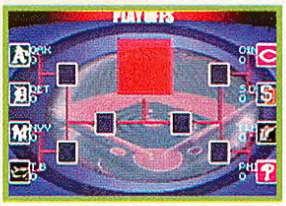
Compete to see how many times you can score a homer. You have 20 pitches, and you're ranked by how far you can knock the ball out of the park. Every home run adds to your distance total.

Exhibition

If you don't want to play your way through an entire season, get a quick fix of baseball with an Exhibition game. You'll play one full game, and you can match up any MLB teams you'd like.

Season

Work your way to the top of your division and to the World Series by playing a Season game. Before each game, you can view a calendar that displays your schedule of home games and away games.

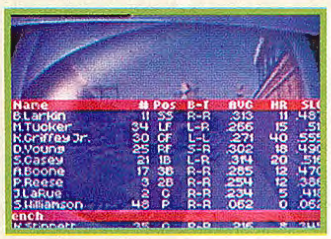


Playoffs

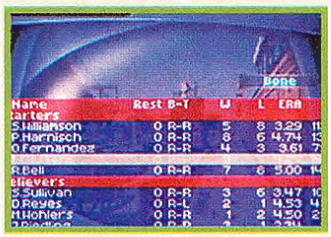
For a shorter version of High Heat's Season Mode, play ball in Playoffs Mode. Your schedule will be shorter and more intense as you compete your way up a ladder to take home the pennant.

BATTER UP!

Before you leave the dugout, you can rearrange your batting lineup and pitching roster. When the stadium and two competing teams appear on screen, select Lineup or Pitchers to shuffle your players.



Highlight a name, then press and hold A to relocate the player on the batting order list. You can also swap players with benched ones.



Your pitchers will eventually fatigue if they play too much. Their name will appear in red, and you must replace them.

PITCHING & FIELDING

When the opposing team is up to bat, you'll have control over how you pitch and field. To view your fielding options, pause the game. You'll be able to adjust your Defensive Alignment or set the Automatic Fielding option.

Press the Control Pad to select your pitch, then position the ball where you'd like to throw it.

When you've fielded the ball, press the Control Pad while tapping A to toss it to a baseman.

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THE CONDOR HAS LANDED

What Tony Hawk is to skateboarding, Mat "Condor" Hoffman is to freestyle bicycling. Like Hawk, the gravity-defying Condor spends more time in the air than on the ground. Realizing that both extreme sports stars are high-flying birds of a feather, Activision has modeled Mat Hoffman's Pro BMX after its ground-breaking stunt game, Tony Hawk's Pro Skater. The easy-to-bust-out tricks, butter-smooth controls and objective-based stunt sessions that made Pro Skater a wicked ride return in Hoffman's two-wheelin' free-for-all, and the game is compatible with both GBC and GBA. Top it off with plenty of dirt, vert and pro riders, and you've got a stunt game guaranteed to make you flip.

FREESTYLE SESSIONS

Kick up the dirt and catch air in four different riding modes. Bust out stunts, turn in record times and collect letters or stars to win Medals or magazine Covers. Your prizes will unlock cool bonus items and areas.

Training Camp

Learn the basics by entering Training Camp. The camp features five levels, and each level contains five challenges. Work your way through the challenges to achieve BMX excellence. Once school is out, you'll have a handle on grinds, stalls, vert tricks, funbox stunts and combo chains.

Every Training Camp lesson requires you to bust out a checklist of stunts. The tricks count only if you finish each stunt without falling down. Make sure that you've built up enough speed before performing certain stunts or you'll take a tumble.

Career Mode

Once you've nailed down the basics of freestyle bicycling, enter Career Mode to work your way through the game's five levels. Each area comes fully stocked with vert ramps, rails, halfpipes, funboxes and up to 10 challenges for you to complete.

Before you start Career Mode, you must pick a rider and stick with him through all five levels. Each biker boasts his own set of stunts and combos, and you can play as Mat or seven other pro riders, including Cory Nastazio and Joe Kowalski.

Successfully completing a challenge is a big deal, and it will land you on the Cover of a slick BMX magazine. If you complete all five challenges, you'll score a Medal. By collecting Covers and Medals, you'll be able to unlock new tracks and bikes.

Time Trial

In Time Trial, you must race against the clock to reach the finish. The mode is tougher than it sounds, and you won't be able to play it until you've won at least three Covers. Time Trial features three dirt tracks, and you'll need 12 Covers to unlock the second course and 24 to access the final run.

You begin your session with 25 seconds on the clock. By busting out stunts, you can add seconds to your time. The more elaborate your stunts are, the more seconds you'll earn. The object is to load up the clock with plenty of seconds so it doesn't tick down to zero.

You race the Time Trial run in separate legs. When you finish a leg of a race, the clock will deactivate. The time that the clock stopped at will be your starting time for the next leg of the race. Leg after leg, the clock will get closer to zero, so pile on the stunts.

After a few Career Mode successes, you'll earn a faster bike. Speed is just what you need in the race against the clock, and a new bicycle will help you win the more difficult Time Trial races. When you win a new bike, put it to the test in a timed race.

Free Ride

If you just want to perform tricks without any time limits, pedal over to Free Ride Mode. You can set your wheels in any course you've unlocked in Career Mode, and it's the perfect place to practice your moves and familiarize yourself with the levels.

Prepare yourself for Career Mode's challenges by trying out tricks in a Free Ride session. If you have three Covers, you'll be able to ride in the first, most basic course, Hoffman Bike Factory. The area has all the essential rails and ramps, so use it to work on combos.

RIDERS IN THE SKY

Mat Hoffman's Pro BMX is big on stunts, and you can pull off loads of vert tricks, ramp stunts and airborne derring-do. You earn extra points for every consecutive stunt you successfully bust out, so learn the tricks of the trade and how to land them.

Easing into Things

When you begin a session, you'll have zero momentum, so you'll have to start small before you'll have enough speed to pull off the big tricks. Don't get too ambitious at the get-go or you'll have to bail. Instead, take it easy at first and start simple until you can get up to speed and into the groove.

Grind Central Station

Mat Hoffman is the vert ramp king, but the Condor's game also features some good, ol' grinding. You can grind rails, walls and rows of crates by riding next to them and pressing Up on the Control Pad while tapping the B Button.

The Need for Speed

Concentrate on building up your speed. If you keep busting out basic tricks, you'll keep killing your momentum. Avoid the temptation to perform a stunt off of every jump you ride over. Try pedaling over jumps instead to build speed so you can climb the vert ramps and catch monster air.

Variety and Combo Chains

When you've reached a high velocity, you'll be able to score plenty of hang time to string together chains of combos. Consecutive stunts earn bonus points, so bust them out to boost your score. Variety also counts, so mix it up and avoid pressing the same button sequences over and over.

BMX MARKS THE SPOT

Career Mode takes you from Hoffman Bike Factory to the Crazy Freakin' Bikers (CFB) Tournament. In between are three other courses, and your tickets into each one are the Covers and Medals you win in Career Mode.

Hoffman Bike Factory

The first level of the game is Hoffman Bike Factory. Ride the rails, catch air off the vert ramps and touch down on the ramp spines to earn points. To reach the vert ramp in the right side of the factory, head left from the rail and ride down at the ramp, then ride to the right.

Construction Site

When you've won six Covers, you'll be able to tear it up in the Construction Site. Kick up some dirt in the hard hat area and catch air off the bulldozer ramps. To play the second round of challenges in the Construction Site, you must have 10 Covers to your credit.

Rotterdam Dockyard

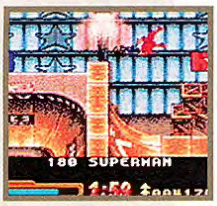
Go global by freestyling in the Netherlands. You'll have plenty of things to grind in the Rotterdam Dockyard, and you'll be able to access the third level if you have 16 Covers and one Medal. If you have 20 Covers and two Medals, you'll be able to tackle the second round of Rotterdam challenges.

Old Jail Yard

The fourth level may take place in the Old Jail Yard, but you'll have plenty of freedom to soar like the Condor you are. With 25 Covers and two Medals, you'll be able to catch major air in the prison's obstacle course. If you make it out, you'll be on your way to the final course, the CFB Tournament.

PEDAL POWER

Speed and stunts are the keys to success in Mat Hoffman's Pro BMX. Since every second counts in the game, you must maximize your score by earning bonus multipliers. To win them, you must fill up your power meter.



Filling up the Power Meter

Every consecutive stunt you land will fill up your power meter. You'll win bonus points for every stunt you successfully perform in a row, and you'll be at your peak performance when you max out your power meter.

Tricks to the Max

Once your power meter has reached its capacity, you'll be primed to pull off supersick tricks. Make sure you've built up plenty of speed, then mash out a button sequence to perform your mad-tight stunt. If you land it, you'll rack up a wicked-cool score.

SWEET RIDES

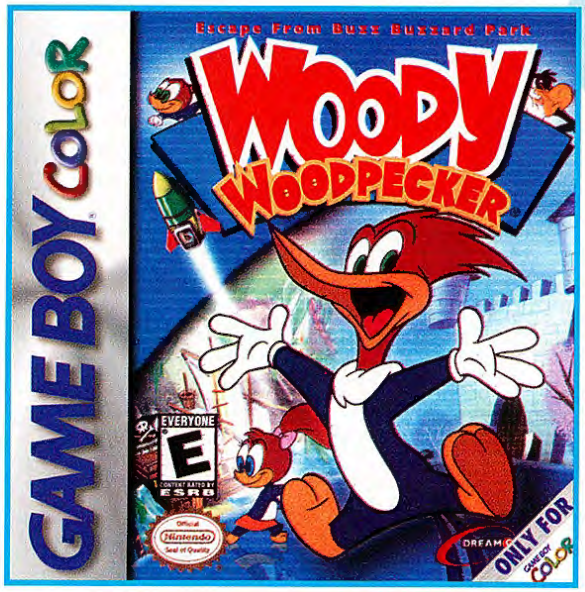
Mat Hoffman is always striving to create a better ride at his company, Hoffman Bikes. In his game, you'll be able to snag a sweeter ride, too. Complete Career Mode challenges and win medals to earn new, improved bicycles.

Big Air Biking

As the Career Mode challenges get tougher, you'll soon realize that your bike isn't up to snuff. If you win a Medal, you'll be able to upgrade your ride with a more aerodynamic one. Use it to jump higher and catch more air off of the ramps.

Life in the Fast Lane

When you've won the Auto-Accelerate Bike, you'll be able to ride like the wind. The bonus bike is the perfect cycle to use in the Time Trial races. Getting off to a quick start after wiping out will be easier, and the bike will enable you to build up speed faster than the other bikes.



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GUESS WHO!

Since 1940, Woody Woodpecker has been a terror to trees and a source of wacky gags and kooky feather-ruffling for fans of classic cartoons. Over 60 years later, cartoonist Walter Lantz's zany bird is flying high again in DreamCatcher's Woody Woodpecker for Game Boy Color. The game is also compatible with Game Boy Advance, and it's a colorific, one-player side-scroller overflowing with fun power-ups and tons of beak-bashing action. Buzz Buzzard has birdnapped Woody's niece and nephew, so it's up to the red-plumed prankster to bail them out of trouble. Besides, the kids have his precious remote control and rescuing them is the only way to get it back.

WOODY'S GOODIES

In every level, Woody Woodpecker can attack enemies by pecking or kicking them. Along the way, he'll find special items that will give him new abilities. Get the lowdown on the power-ups and goodies that you can take under your wing.

Fighting Moves

You can use only one attack at a time, so you must choose to kick, peck or use a special item. To change your attack or ability, press Select. Pecking and kicking are your basic moves, and you can use the close-range attacks to defeat most enemies or to stun the potted plants.

Paintbrush

Work your way to the attic in the first level to arm yourself with the game's first power-up, the paintbrush. The item is located on a table and it will allow you to erase special sections of floor. Try it out on the main floor to see what parts of the floor you can open up.

Popgun

In the second level, you'll find a popgun. Equip the weapon by pressing the Select Button, then fire away at enemies. The popgun is perfect for exterminating pesky swarms of bees. Take careful aim, though, since each popgun comes with only 10 shots.

Heart Power-ups

Whenever an enemy hits Woody, he'll take damage. The row of hearts at the bottom of the screen measures Woody's health, and you can refill it by collecting Heart Power-ups. The elusive pick-me-ups will refill one notch on your health meter.

Coins, Pizza and More

Enemies disappear after you defeat them, and items will occasionally appear in their place. Nab items along with any other goodies you find during your adventure. Coins, pizza slices and most other goodies are worth pocketing since they will add points to your score.

HUNT AND PECK

Buzz Buzzard has captured Woody's niece and nephew, and he's holding them somewhere in Buzz Buzzard Park. Journey through your house, backyard and beyond to reach the bad bird and free your flock.

Grab and Go

Hang around after you defeat an enemy. Valuable items pop out of some of your victims, so don't pass up the potential for points. Jump on ledges, shelves and other high-up places to find hidden items. Many are located in isolated areas and dead ends.

Hazards and Doors

Beware of falling objects. Vases, apples and other precariously perched items will fall when you approach them. Also, be on the lookout for doors. If you stand in front of one and press Up on the Control Pad, you'll be able to open it and enter another area of the level.

Masterstrokes

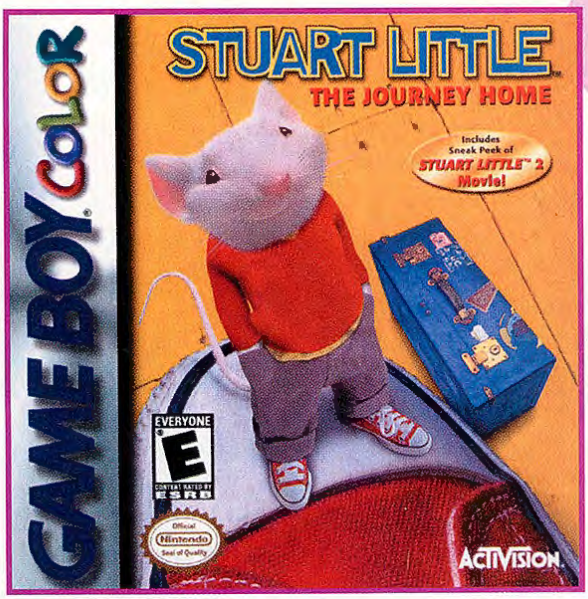
Once you have the paintbrush, head to the main floor. Walk to any section of floor where you can see part of the basement below. If you use the brush on that section of floor, you'll paint a passageway that will enable you to enter the bottom level of the house.

A Phone Finish

At the end of every area is a special object that you must approach to finish the level. In the first level, the object is a red phone. Walk over to it to take a call from your fine, feathered niece and nephew, who'll ask for your help.

Backyard Battling

In the second level, you'll venture into Woody's backyard. Grab the popgun and enter the door in the tree near your starting point. Collect polka-dot apples for points and beware of bees and other patrolling enemies.



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Game code ©2001 Activision

BIG LITTLE ADVENTURE

Stuart Little, the talking mouse from the hit movie of the same name, was adopted by the Little family in 1999. Two years later, he's found his place on Game Boy Color in Stuart Little: The Journey Home. Activision's eight-level adventure mixes side-scrolling run-and-hop action with racing levels, and every area was inspired by Stuart's big screen exploits. From the Littles' home, where Snowbell the cat lurks, to a suitcase ride through an alligator-infested sewer, The Journey Home will entertain younger gamers and fans of the mouse as they try to squeak out a high score. With levels that are colorful and game play that is varied, Stuart Little is always big on kid-friendly fun.

MOUSE HUNT

Stuart Little: The Journey Home features two modes of play. In Story Game Mode, you'll scurry through all eight levels of the game to guide Stuart home. In Quick Game Mode, you can play a single round of any level, except the eighth level.

Wash Day

In every level you must collect 10 special items to finish the round. In the first level, you're on the lookout for Stuart's dirty socks, which are scattered around the Littles' home. Explore the house to find them, and beware of open doorways—Snowbell the cat hides in them.

Stick 'Em Up

In the second level, you'll enter George's Western Town. Rootin'-tootin' cowboys armed with water pistols will pop out of windows and doorways to give you a squirt, so carefully mosey on past the buildings while collecting money bags.

Ahoy There

Stuart becomes a maritime mouse in the third level's boat race. Press and hold the A Button to accelerate and tap B to stop. Sail into wind fans for a temporary speed boost, but be careful not to crash. If you're playing on the Hard difficulty level and hit the shore or a ship, you'll take damage.

Flag Pole Position

The Stouts live on a golf course, and you'll have to race the mice in level four. Put the pedal to the metal by pressing and holding A and slam on your brakes by hitting B. Once you've driven over the 10 wrenches located on the track, head for the finish line to complete the level.

Make It Snappy

Stuart ends up in the sewer in level five, and you'll have to help him navigate the murky water on his floating suitcase. Alligators live in the sewer, and they'll surface to chase you. If you stay on the go, the gators will eventually give up.

HOMEWARD BOUND

The sewers lead Stuart far from home. In the game's final three levels, you'll help the mouse return to his house. Try to collect all 10 special items in each level, and collect food or health kits to refill your health meter.

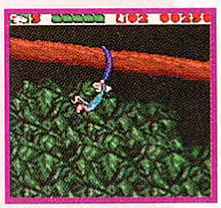
Roadster Racing

Hit the road for another race against the Stouts in level six. You won't be able to finish the rodent rally until you've collected all 10 wrenches. When you've nabbed all of them, a barricade will appear at the starting line. A new path leading to the finish line will appear nearby, so be prepared for the detour.

Up to His Neck in It

Back in the sewers in level seven, you must hop on pipes and avoid dangling spiders to pocket 10 coins. You'll have to jump across some wide gaps in the sewer, so take a running start. Tap the B Button while walking to pick up the pace.

Steam shoots out of some of the pipes in the sewer. The steam will harm you if you walk into it, so jump over the valves when the hot air has disappeared. You can shut off some of the valves by flipping the red switch in the sewer. To find it, head to the right end of the area.



Escape from Central Park

The sewers take Stuart to Central Park, so he's not far from his home. Make your way through level eight by hopping up tree branches. The short branches are springy, and you can catch more air if you press and hold A while standing on them. Work your way to the blue zip line to slide to another tree.

One of the park gates is open just a crack, but don't try to enter it because Snowbell is hiding there. Whenever Snowbell is near, you'll hear a high-pitched ding. If you hear the noise, you'll know that the cat is poised to pounce from a nearby doorway or opening.

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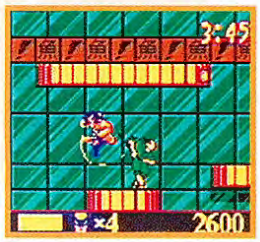
THE X-MAN COMETH

In Volume 144, we introduced strategies for X-Men: Wolverine's Rage. Now that the game is available, we're revealing more strategies to help you claw your way to victory in Activision's superhero game. Wolvie is on the hunt for Lady Deathstrike, who's putting the finishing touches on her molecular destabilizer. Her weapon will be able to liquefy Wolverine's Adamantium skeleton, and that's enough to set off the short-fused, long-clawed mutant. Wolverine's Rage, after all, is about unleashing Logan's anger, and you can open up a can of X-Man rage with a few, quick button taps. Just control your anger—the rage attack drains Wolverine's health, and the healing factor takes time to revitalize Logan.



LOGAN'S RUN

X-Men: Wolverine's Rage is a fisticuffs battle on the go. Every level is timed, so you'll have to slash your way past thugs and navigate floating platforms as quickly as possible to reach the exit and snag the E that's your exit out of the level.

Slash Attack

Press the B Button to swipe at your enemies with your Adamantium claws. A few slashes will defeat your foes, and you'll win points for your victories. Take out baddies to rack up a high score, but don't waste too much time fighting—you'll also score points for every second that's left on the clock.

Follow the Arrows

Small arrows appear on the ends of some platforms. Pay attention to where the arrows point—they indicate the direction you should go to reach the end of the level. Platforms that feature an arrow on either end indicate essential ledges that you must use to reach your final destination.

X Tokens

Wolvie's not just out to stop Lady Deathstrike—he's also out to score points. Hacking up bad guys will earn you some points, but you'll hit the jackpot if you can sink your claws into the elusive X Token hidden in every level. Each token is worth a whopping 1,000 points.

Anger Management

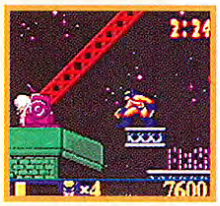
To unleash Logan's rage and spin into a blur of slashing claw attacks, tap the B Button a few times in a row. If you pull off the rage attack, you'll mow down everything in your path. You won't be able to control Wolverine while he's raging and the move will drain quite a bit of your health, so use the move wisely.

Taking out the Trash

Obstacles, such as trash cans, block your path. Since you're strapped for time, slash the cans out of your way to get past them quickly. You can jump over a can, but look before you leap—a thug may be lurking beyond it and catch you off guard as you make your landing.

Leaping Logan

The yellow platforms slide back and forth or up and down. Hop onto one to catch a ride to out-of-reach destinations. Jumping can be pretty tough in the game, so time your leaps carefully and give yourself a running start.



Letting off Some Steam

Hot steam floats out of the ducts in the city and subways. Avoid getting your mutant hide scorched by jumping over the steam ducts and vents just as the hot air clears. The steam spurts out in regular intervals, so pay attention to the timing.

Healing Factor

Thanks to the healing factor, Wolverine is able to heal his wounds, but it takes time. Every several seconds, a tiny portion of your health meter will refill. Take breaks from the action to regain your health when you need it, but don't spend much time recuperating since you're on a tight schedule.

Into the Underground

Every level sends you zigzagging through the area, navigating a mazelike path leading to the exit. In the subway area, the exit is on the street, but you must drop down into the underground tunnels to reach it. Follow the arrows on the girders and platforms to stay on the right track.

Showdown with Cyber

When you emerge from the subway level, you'll enter your first boss battle—a showdown against Cyber. The supervillain patrols the rooftops, and you must take the yellow elevator platform to reach him. At the top, be ready to move quickly since Cyber will stampede toward you.

Reaching New Lows

Don't hang out on rooftops. If Cyber charges, he can easily shove you off to your doom. Make Cyber take the fall instead by luring him to the level below. If you can get Cyber to charge at you while you're on the yellow platform, he'll fall to the rooftop below. From that level, lure him off the ledge.

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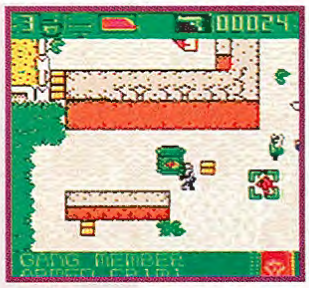
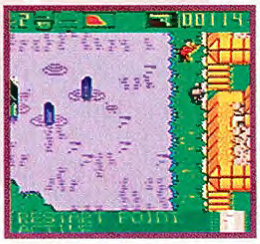
NO DOUGHNUTS REQUIRED

The future of law enforcement is back on the beat in Titus's top-down shooter, Robocop. Based on the cyborg crime-fighter's movie adventures, Robocop for GBC (also compatible with GBA) gives you the badge and bionic powers of Officer Alex Murphy as he investigates gang activity and the technological advances of the shady corporation, OCP. As the sci-fi flatfoot, you must patrol the crime-ridden streets of New Detroit, fending off armed gangsters while trying not to catch wandering civilians in the crossfire. It's all in a day's work for Robocop, and it makes for plenty of sleuthing and shoot-'em-up thrills.





COPS AND ROBOS

Robocop features objective-based missions, which you'll learn about at the police station. Move the target cursor around the room to highlight the various sources of info. Click on a door or the computer to receive a briefing.

OCP News

OCP News will give you the scoop on what's going on in the city. The first news report you see will fill you in on the latest advances of OCP as well as the recent rash of laboratory break-ins. Gangs are probably behind the robberies, so you'll have to track them down.

Police Terminal

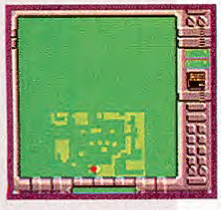
You can't patrol the streets until you receive all the available info. Begin by positioning the cursor on the computer terminal and pressing A. Read both messages to learn about your mission, then hit Start to return to the station.

Dr. Lazarus

Click on the door to the right to enter the Laboratory Upgrades room where Dr. Lazarus works. Inside, she'll tell you that the gangs have gotten their hands on a new weapon that allows them to shoot through bulletproof armor. Retrieve the weapon for her so she can research it.

Officer Lewis

If you point the cursor to the door on the left and press A, you'll find your partner, Lewis. She provides background info on your missions. When you first talk to her, she'll explain that she suspects Nexx and his gang are behind the laboratory robberies and that they plan to take out their rival gangs.

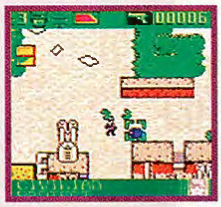


Level Map

Once you've clicked on all three locations in the station, click on the hallway to begin your mission. Your objectives will appear before you head out, and you can review them by pressing Start. You can also view the level map by pausing the game. Refer to the map often, since the levels are large.

ROBO CHAOS

Your first mission takes place downtown, where Nexx and his armed thugs are patrolling streets lined with innocent bystanders. Search the area for evidence, and use force to take out the gang members who threaten civilian safety.

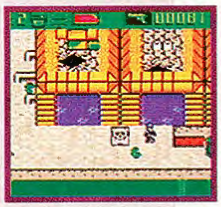


Protect the Innocent

Whenever someone wanders into your sights, you'll be able to identify if the person is an armed criminal or an innocent civilian. The data will appear at the bottom of the screen. You're programmed to protect and serve, and your plug will be pulled if you violate your prime directive by taking down a citizen.

Good Guys and Bad Guys

Citizens will wander about the streets with their arms raised or they'll drop to their knees when you approach. Familiarize yourself with the civilians' actions and appearances so you can quickly differentiate them from criminals. If you spot a gangster, fire away. It takes a few shots to defeat one.

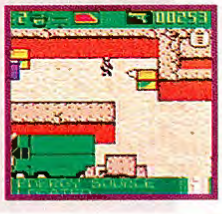


Evidence and Energy

Dr. Lazarus wants you to find evidence. Scour the area for items and walk over them to pick them up. If you pick up an "E," it will refill part of your energy. Some enemies will leave behind the Energy Power-up when you defeat them, so do your best to clean up the streets.

Heads up for Headquarters

When you discover a piece of evidence, you'll automatically contact Police HQ to inform them of your find. Explore the entire area until you find all pieces of evidence, such as the Cyborg Skull. Securing evidence is one of your mission's main objectives.



Gang Weapon

Another key piece of evidence is the Gang Weapon. Work your way to the northwest corner of the level to find it. Fight off patrolling gangsters who stand in your way, then get your robotic hands on the evidence so Dr. Lazarus can examine it.

Lufia

The Legend Returns

EVERYONE
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CONTENT RATED BY ESRB

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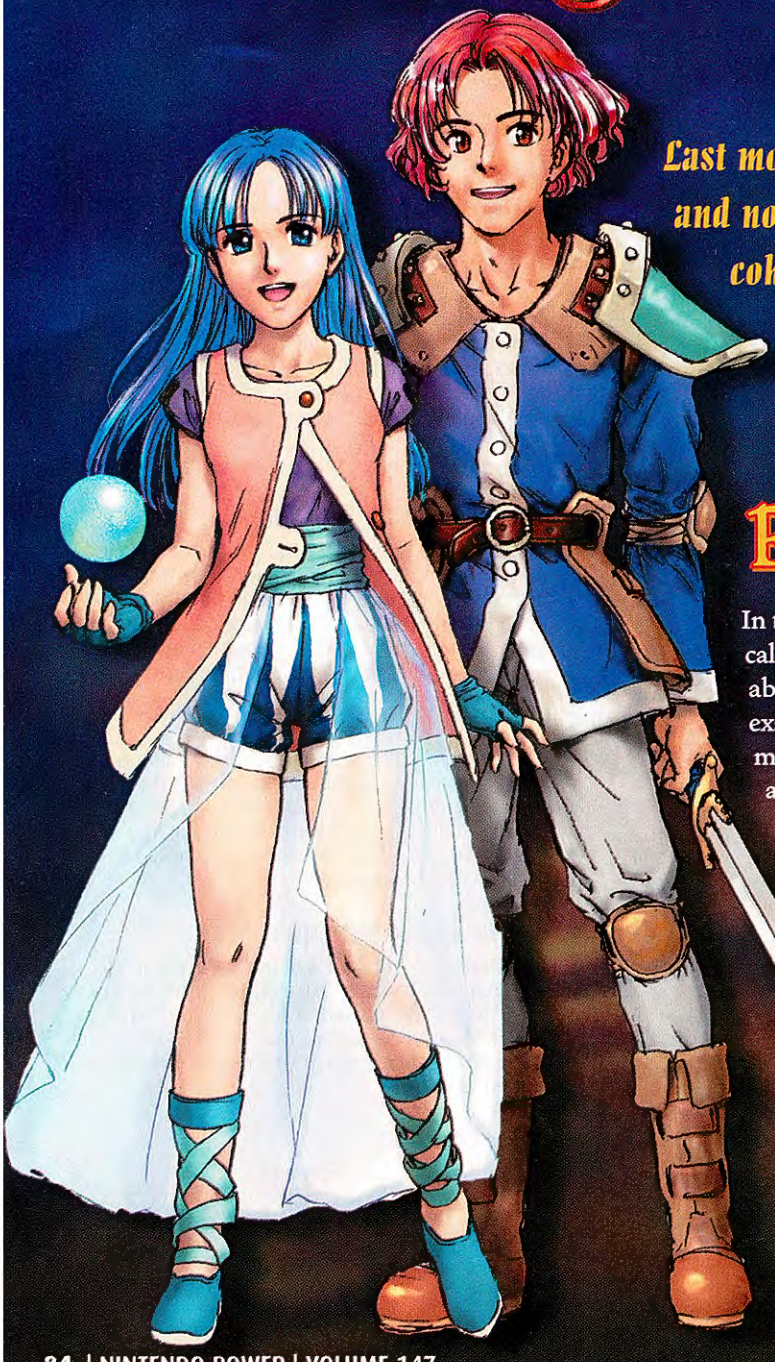
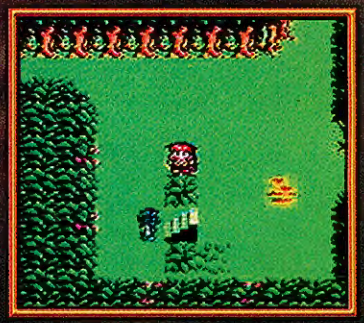


Last month you met Gades, the Sinistral of Destruction, and now it's time to find out what he and his evil cohorts are up to. Nintendo Power plunges back into Natsume's whirlwind epic, Lufia: The Legend Returns, with sage advice for adventurers.

Return of the Heroes

In the first chapter of the Lufia story, Nintendo Power explored the critical skills that adventurers must learn to play the game. Players learned about Spiritual Force, Ancient Texts and Learning Points and saw an example of how to arrange characters. Then it was off to the game. Last month's article covered the events up to the point that Dei joins Wain and Seena in their quest. This month, we pick up where we left off. The heroic party is off to the port town of Siantao in the north, where they'll meet a young fighter named Aima, who must defend her town against the notorious Garland Gang. It's just the beginning. You'll sail to Lidal Continent and beyond in Power's second chapter of strategy and adventure for Lufia.



Always Be Prepared

Last month we talked about the importance of exploring dungeons, stocking up on supplies and healing your party. As you progress into more challenging areas of the game, you will do well to remember to be prepared for anything.

Treasure

Treasure is for the taking. You can save a bundle of money by exploring dungeons and towers thoroughly for treasure. You'll also find valuable Ancient Texts in Treasure Chests.

Stores

Stores in villages have all the items, weapons and armor that you'll need. Most stores have a secret backdoor entrance. If you find it, you'll get some freebies.

Inns

Inns are places where you can rest your weary party members and heal their many wounds. It's much cheaper to stay overnight at an inn than to use up valuable MP or items to heal your party.

The Next Quest

Level 10-14

The northern port of Siantao has a problem with thugs. When Wain and company arrive, you'll discover that a pack of hooligans is threatening a little girl. Into the conflict leaps Aima, a monk who is fiercely loyal to her people and her master.

Town Bullies

The drama with the Garland Gang takes place behind the church in the northern part of Siantao.

Aima the Champ

Aima comes to the rescue of the little girl by beating the thugs with her martial arts fighting moves.

Tragedy at the Temple

At the temple where Aima's master lives, all you find is ruins. The Garland Gang has kidnapped the venerable teacher and demands a sacred scroll in return for his freedom. Sounds like a challenge.

Tracking the Garland Gang

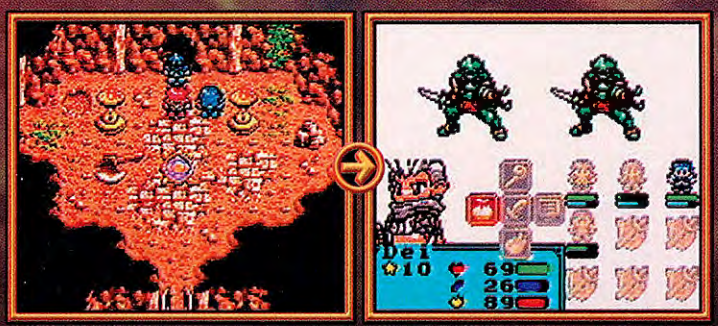
Level 12-16

Journey westward with Aima to the cave on the peninsula. The gang's hideout is at the bottom of a six-level dungeon. Your trip through the dungeon is a good opportunity to build up the levels of your party members. Heal up before facing the gang.

Cave-in

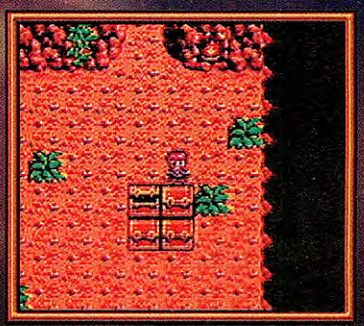
Track the gang to its hideout west of Siantao. Gain experience by fighting the enemies in the cave.

Gang Goons First



Gang up on the Garland Gang to win through to Aima's master. Switch Aima to the front row if you haven't done so already. Her hitting power will give you the edge you need to win battles.

Cave Rave



The cave is piled high with treasure. Grab the goods before seeking the gang on the lowest floor.

Have Axe, Will Swing

NP The boss of the Garland Gang comes out swinging. Concentrate all your might on him, using Holy Attack, Double Kick and Dash Attack. Seena is there to keep your troops healthy with Strong magic and Potions.

The Master Plan

After beating the gang, you'll get the key to free Aima's beloved master. His jail cell is nearby.

Gades? Again?

Head back outside the cave and return to town. Gades will appear, bringing destruction with him.

The End of Gades — Level 14-18

Gades just doesn't know when to quit. When you return to the port town, Gades shows up with a bone to pick. This time, your fight with the Sinistral is for real, so have a good supply of Revive and Goddess Tears. Use the Goddess Tears to recover the HP of your entire team during battle. If you build up your levels and have plenty of healing items, you'll send Gades packing.

Tower of Trouble

The enemies you battle in the tower this time are tougher than the ones on your first visit.

Goodbye to Gades

Finally, you're strong enough to end Gades' reign of terror. Use Aima's powerful Energy Punch IP Skill late in the bout when Gades can't recover HP as easily as in the beginning. Prepare for a long fight.

Sail On

Three Sinistrals remain. Sail on the ship that's leaving for Lidal Continent to continue the quest.

Journey to Lidal — Level 16-20

Across the sea lies Lidal Continent. Upon arriving at the port of Caan, talk to the people to learn what's happening. It seems that the Alstadt Kingdom is causing trouble throughout the continent. Intrigue surrounds the kingdom and its princess, and there are plenty of challenges and battles ahead. The adventure begins as soon as you leave the safety of Caan.

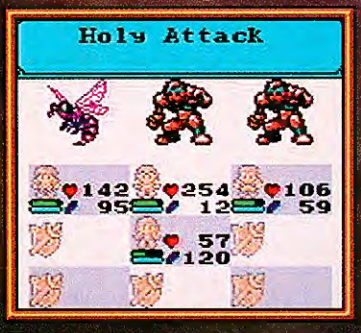
A Wounded Soldier

Seena wishes to heal the wounded soldier who staggers into town, but his mission won't wait.

The Lighthouse

The lighthouse to the north is where the action is. Go there to help the old soldier.

Foe Fights



Tough monsters require tough attacks. Use Holy Attack, Double Kick and Seena's Spark Attack.

Just in Time

The old man is spent when you stumble onto the scene. Help him by attacking the monster.

The Serpent in the Tower

Seena tends to the old soldier while Wain, Dei and Aima fight the beast. Move everyone to the front line, then strike with Holy Attack and Double Kick. If you're hit with Snake Bite, use Antidote to heal up.

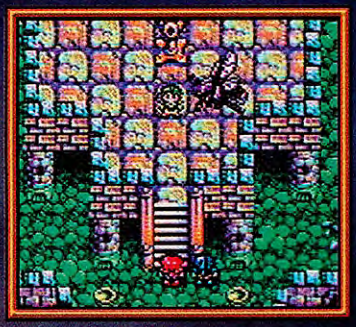
Recruit Randolph

The old soldier is Randolph, the guardian of Princess Melphis. He joins your party once he's healed.

The Outback

Leave by the rear door and head up the steps. Use Spark and other attacks that target several foes.

Tower of Terror



Princess Melphis is battling a fierce enemy at the top of the tower. She needs a hand.

Battle of the Bug

The DevilGrome is a dangerous insectlike beast that uses attacks that hit several party members at once, such as Flashback. Return fire with your best IP skills—Double Kick, Holy Attack and Seena's Blind Attack.

Melphis Joins Up

Melphis joins the party after you defeat the bug. Her healing powers are a boon to the party.

Tomis Awaits

Level 18-22

Tomis, a port farther east, is your next destination. The pirates, who have reportedly attacked ships in the area, may hold the answer to why Lidal is a place of deceit. Strike out for Tomis once you've healed your party and stocked up on items.

The Road to Tomis

The cave to the north of Caan is the way to reach Tomis. Head south on the far side of the hills.

The People Speak

Listen to what the townsfolk say about the pirates. Buy a ferry ticket from the house in town.

Your Ship Has Come In

Keit thinks that some pirates are not so bad, and his mother will sell you a ticket to sail on the ferry even though it is rumored that pirates will attack the ship. Take the ticket to the dock and head to sea.

Plunder the Pirates

Out on the high seas, Wain and company encounter a pirate ship. When the pirates attempt to board the ferry, Aima steps in and throws them into the drink. Explore the ship for pirate booty. The ship has six decks full of pirates, monsters and valuable loot. Look for hidden passages by hitting the walls with your sword.

Nap Time

Stand at the foot of the first bed in the bunk room and press A to heal your party. Save your game, too.

Battle of the Bilge

Three scurvy sea dogs show up for the big battle. Ignore the pirates on the sides and concentrate on the captain in the middle. Use Scatter Hit, Energy Punch, Blind and other powerful attacks.

Mistaken Identity

Deckard mistakes your party for pirates and sinks the pirate ship. Fortunately, you escape.

Keit Leads the Way

Back in Tomis, the group decides to track down the pirates at their lair, but the whereabouts of the lair are unknown to everyone except Keit. The lad claims to know Deckard and the location of the pirates' hideout.

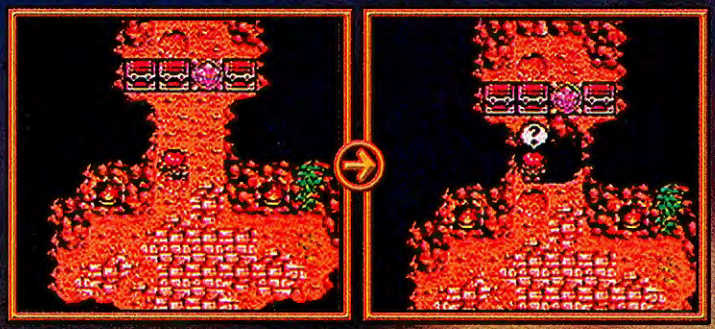
Beware the Tides of Lufia

Return to the dock and set sail for the hidden lair of the pirates. Melphis believes that you'll find a cache of weapons that the pirates will use to disrupt the kingdom further. The ship sails to a cave that appears at low tide.

Lair Logistics

The pirates' lair is filled with strong enemies. There are places to restore HP on the lower floors.

The Trap Floor

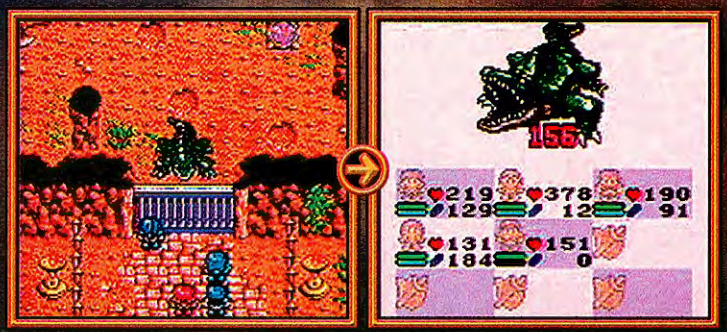


Ten levels below the cave entrance, you discover a horde of treasure. As you step toward the chests, the floor collapses beneath you, dropping you neatly into a trap set by the head hooligan of the pirates.

Princessnapping

The leader of the pirates takes Princess Melphis away, leaving the rest of your party to a terrible fate.

Lean, Green Eating Machine



The princess is gone, so Seena will have to play the role of healer for your party when you face the gator. The gator is voracious, but it doesn't put up much of a fight. One powerful IP Skill attack will stuff it.

Warp to the Wing

You'll find the Dragon Egg, Wing Ring and Miracle when you use the warp pad in the gator's cage. After collecting the treasure, use the warp pad to cross the hole in the floor, then jump down into the hole again.

Down and Out

It's time to find Princess Melphis. After jumping down the hole, continue deeper into the pirates' cave.

Rescue Melphis

The Pirate Boss is several floors below the gator's room. When you find the head pirate, you'll also find Princess Melphis.

Pirate Showdown

Expect a tough fight. You must wear down the central character. Build up IP until you have enough to launch powerful attacks, such as Energy Punch and Blind. Blind also helps knock out the two pesky pirate sidekicks. You should have a good supply of Revive and Goddess Tears.

A Sea Quest

Level 20-24

After the battle in the pirates' lair, the action returns to the sea. The Pirate Boss manages to escape with Princess Melphis and you must track him down over the waves. Before you can catch up to the pirate ship, Deckard arrives to save the day with his specially outfitted ship. Deckard sinks the pirate vessel, but the Pirate Boss has one more slimy trick up his sleeve. Although much of the action takes place in cinematic scenes, be prepared to fight one final battle with a monster from the deep before heading back to dry land.

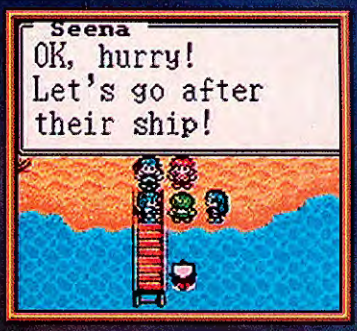
A Warped Escape

Even though he has been defeated, the Pirate Boss escapes with his captive via the blue warp pad.

Party on the Beach

Follow the Pirate Boss and warp to the entrance to the cave. You find that Keit has been bested. Seena must restore the boy's health before your party learns what happened to the pirate and Princess Melphis.

Set Sail

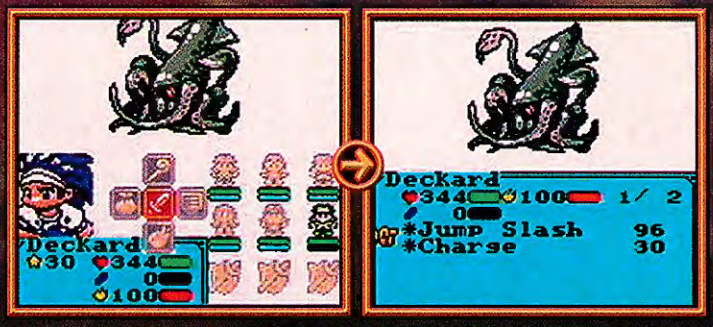


Take the remaining ship. The game automatically puts you in pursuit of the pirate on the open sea.

Deckard's Day

Deckard, the good pirate, rams the pirate ship and sinks it. Melphis ends up in the water. Pull her out.

Calamari Conquest



When Big Squido appears, attack using Bolt and special IP attacks, such as White Whale, Sea God, Energy Punch and Blind. You'll earn 10,000 Experience Points and 9,000 gold—a rich seafood treat.

Where to Now?

Back in Tomis, consult the townsfolk to learn what's up. It seems as if troops are on the move and everyone is afraid of war.

Landlubbers

Level 21-27

The Alstadt Kingdom is sending troops to the Tower of Illusion, and that spells trouble for the people of Tomis. The only way to reach the tower in the northeast is to go through Copley Forest. Use the Heal and Save Pads before entering the forest. Seena has a bad feeling about the woods, but be brave and enter anyway. A parting of the ways is at hand.

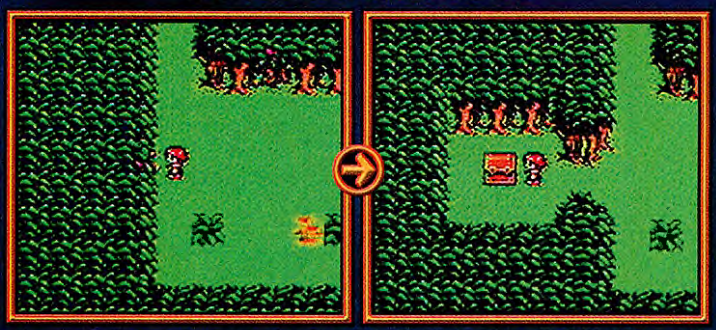
Copley Forest

North and east of Tomis is Copley Forest. Use Randolph to take on the Wood Golems that live nearby.

Woodland Foes

Many new enemies appear in the forest. Try different attacks to find the most effective ones.

Secrets in the Trees



Secret trails are concealed by the trees in Copley Forest. It's hard to tell where to chop with your sword. If you look carefully, you'll see reddish berries or flowers in places, and some of them mark secret paths.

Seena Sees Red

Some bad vibes are at work in the woods. Wain and Seena begin to argue about the futility of continuing in the maze of Copley Forest. Eventually, Seena gets tired of Wain and goes off on her own.

Meet Mousse

A while later, Seena returns with a new friend, Mousse, a friendly forest spirit that saved her.

The Good Tree

Collect the Good Tree in the same clearing where you meet Mousse. It will be useful later in the game.

Illusions

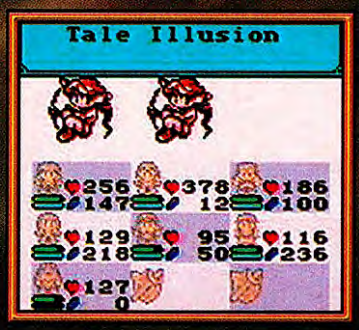
Level 26-31

The Tower of Illusion stands just beyond the exit from Copley Forest. Back in Tomis, the villagers talked about how the tower had been hit by lightning. Your party members speculate about what lies in store for them in the tower. Could it be another Sinistral? The enemies are extremely tough in the tower, so most of your characters should be at Level 30.

The Second Tower

The Tower of Illusion is just beyond Copley Forest. Its nine floors are home to the strongest foes yet.

Mousse Moves



Although you can't control him, Mousse may join in during battles, giving you a fourth attack.

General Gohl's Challenge

Effective attacks to use against General Gohl and his guards include Split Attack, Drain and Energy Punch. Expect a long battle. Keep your HP as full as possible and use Revive as needed.

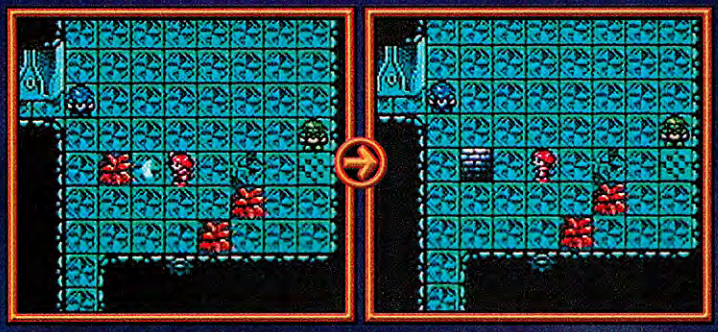
The Next Step

You can't go any farther in the tower. Head out of the tower and off to the castle.

Down and Out II

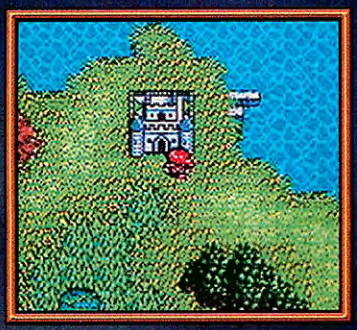
Use Wain's Silhouette Attack and other attacks that let you target multiple enemies at once.

The Pitfalls of the Tower



Look for brick-lined holes in the floor. They're hidden by bushes. Jump into a hole to speed up your trip out of the Tower of Illusion. By falling through the hole, you'll go down to the next floor of the tower.

Once by Sea



Minister Deraf is holed up in a castle northwest of the tower. You'll need a boat to get into the castle.

Armed to the Teeth

Cross the bridge to the west to reach it. The front gate of the castle is guarded by two cannons and an army. Princess Melphis suggests an alternative route, but you have to approach from the sea.

Cobe Village

Rest up and resupply your party in Cobe to the east, then look for Nicky the notorious liar.

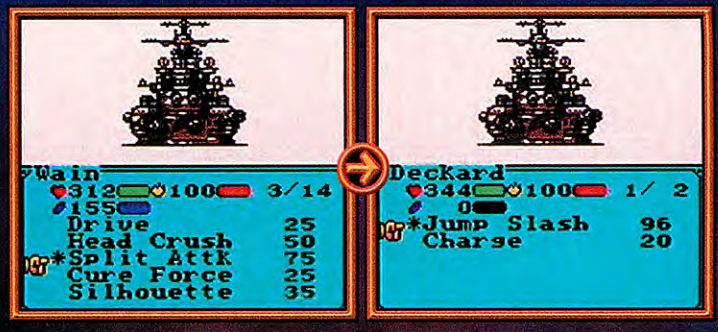
Nicky's Ship

The villagers claim that Nicky is a liar, but don't believe them. He also seems to know Deckard.

In the Same Boat

When Wain and company are attacked by the Battleship, Deckard appears to lend a hand.

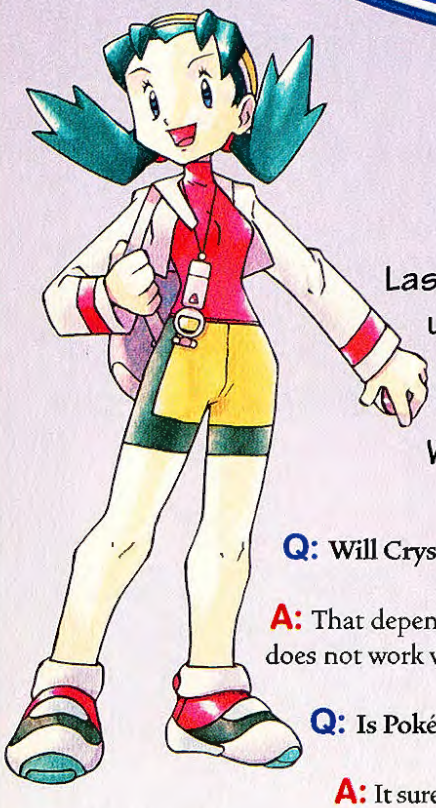
The Battleship Ambush



The Battleship's armor makes it a tough target. Use Deckard on your front line and blast the dreadnought with Split Attack and Jump Slash. The ship's Machine Gun attack hits everyone in your party.

A Sinistral Ending

More than half of your adventure still lies ahead. After defeating the Battleship, you'll enter the castle to deal with Deraf and the Ultra Weapon. Later, before leaving the Alstadt Kingdom, you'll face Amon, the Sinistral of Chaos. New lands and challenges beckon to Wain and his party. Great victories and terrible betrayals await them, and two more evil Sinistrals must be stopped before they destroy the world. If you use all that you've learned so far, you should do well on the final legs of your journey. The legend truly continues.



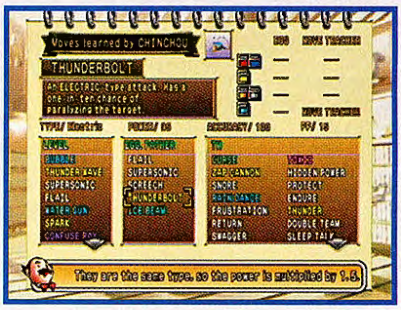
Crystal Clarity

Last month's release of Pokémon Crystal has brought up lots of interesting questions—and even more interesting rumors. Some of the things people are talking about are true, but others aren't. We've got the info you need, straight from the source!

Q: Will Crystal work with my Game Boy?

A: That depends on which Game Boy you have. Crystal works with Game Boy Color and Game Boy Advance, but it does not work with black-and-white systems like Game Boy Pocket or the original Game Boy.

Q: Is Pokémon Crystal compatible with Pokémon Stadium 2?



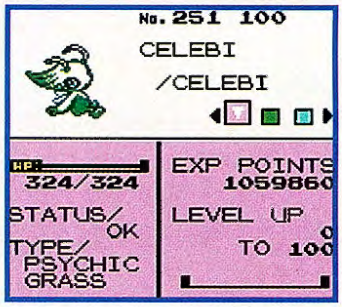
A: It sure is. Pokémon Stadium 2 is compatible with Crystal, Gold, Silver, Red, Blue and Yellow. Be sure to check out the Library after you've connected Crystal to Pokémon Stadium 2 with the Transfer Pak. New data about Crystal will appear, which is very cool, because in Crystal many Pokémon can learn at least one move from the Move Tutor, 15 Pokémon have new level-up moves and several Pokémon have new Egg Moves, too.

Q: Does Crystal have special mobile phone capabilities?

A: No. The U.S. release of Pokémon Crystal hasn't got the same mobile phone capabilities as the Japanese version.

Q: Can I catch Celebi in Crystal?

A: No, you can't. You can't catch Mew, either. Both Pokémon must be given to you by Nintendo.



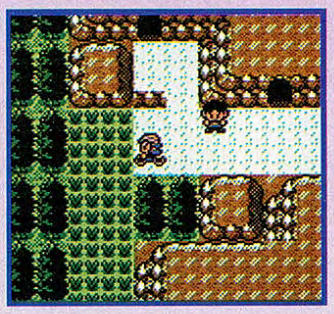
Pokéchat

Hey you, Pokéfan! Does Pokémon Yellow have you feeling blue? Is Pokémon Gold or Silver making you see red? Snap out of it and send us your puzzlers. We're up to the challenge!

Q: Is it possible to Mystery-Gift with the Game Boy Advance?

A: Nope. You need the IR port to use Mystery Gift, and only Game Boy Color has one. In other words, if you want to Mystery-Gift, you have to use a Game Boy Color.

Q: Where is Smeargle? I know it's supposed to be in the Ruins of Alph, but all I can find are Unown! Help!



A: Smeargle is in the Ruins of Alph, but not where you're looking. There is grass in the Ruins, to the left of the cave you emerge from after you fall through the floor in the first puzzle room. To get to the grass, as well as to several other puzzle rooms, head to Union Cave from Azalea Town. Use the ladder near the man who tells you about the strange sounds every Friday night. Surf up and to the right in the water, then walk around to the top left of the cave and exit. A small patch of grass will be to the left of the cave exit.

Q: My Player's Guide says there is a Master Ball in Goldenrod City. Where is it?

A: If one of your Pokémon has an ID number that matches the Lucky Channel's number, you'll win a Master Ball. That won't happen very often, but it can happen. Tune in to channel 8.5 once a week to see if you've won.

Q: I am using Repel to ward off Pokémon, but they still keep attacking me! Why?

A: Repel, Super Repel and Max Repel will ward off any Pokémon that is at a lower level than your lead Pokémon. If your lead Pokémon is at Level 10, and you wander around an area that has Level-15 (or Level-13, or even Level-10) Pokémon, those Pokémon will continue to attack you, even if you're using Max Repel. If you're using any of the Repels to walk around grassy areas of Johto in the hopes of finding Raikou, Suicune or Entei, try leading with a Level-40 Pokémon. The Level-40 legends will still attack you, but other Pokémon will keep their distance—just stay away from the grassy areas outside of the Silver Cave, which is in Johto and contains lots of Pokémon at or above Level 40.

Q: When does Poliwhirl learn Mind Reader?

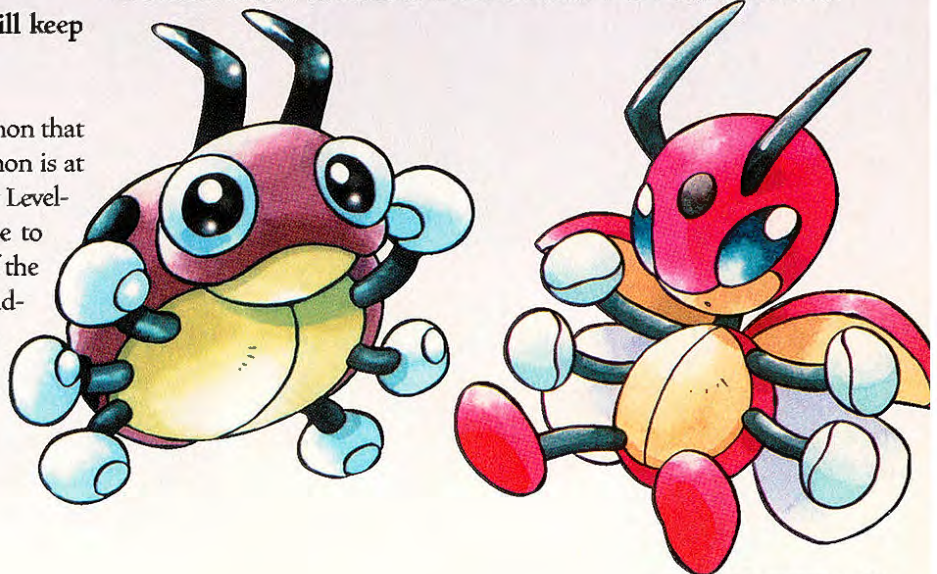
A: It never learns it by leveling up, and it's not a TM. If you want a Poliwhirl to know Mind Reader, you have to hatch a Poliwag with Mind Reader (it's an Egg Move) then raise it to be a Poliwhirl. Poliwrath learns the move at level 51 in Gold, Silver and Crystal. The easiest way to hatch a Poliwag that knows the move is to make sure its father is a Poliwrath that knows the move.

Q: How do I win the Pokémon Presents in Pokémon Stadium 2? What are they?

A: You have to finish all the cups and the Gym Leader Castle to make your Rival appear in both Round 1 and Round 2. Defeat your Rival in Round 1 to win a Farfetch'd that knows the move Baton Pass. Beat the Rival in Round 2 to win a Gligar that knows the move Earthquake.

Q: I tried to catch Ledyba and Ledian on my Silver Game Pak by searching the areas shown in the Pokédex, but I didn't find them. What gives?

A: Ledyba and Ledian like the morning, which is from 4 a.m. to 10 a.m. You have to look for them between those times in Silver.



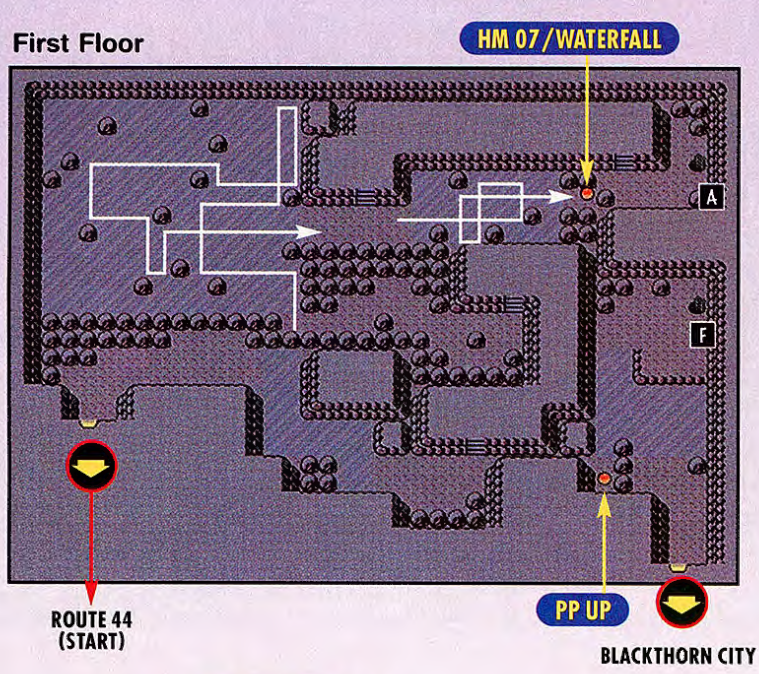
Pokémon University

Welcome to Pokémon University! Professor Elm and Professor Oak are two of the most respected Pokémon authorities in the Pokémon World, and they're teaming up to answer all of your Pokémon questions.

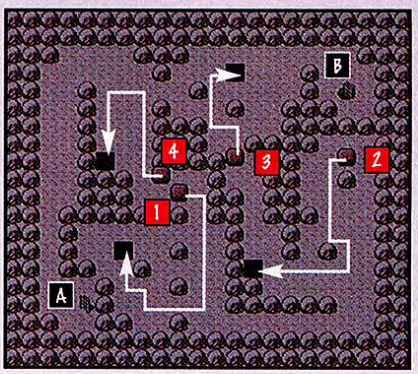
How do I get through the Ice Path in Gold and Silver? Where is HM 07, Waterfall?

The Ice Path starts near Route 44, just past Mahogany Town. Getting through it is pretty complicated, but if you follow the maps, you should be fine. You have to slip and slide on the ice, using the white path as your guide on the First Floor, and in Basement 1-1, you have to push rocks along the white paths and through the floor to create stopping places on even more ice in Basement 2-1. After you make it past the first slippery area on the path, look for Waterfall, HM 07, in the small icy area to the right.

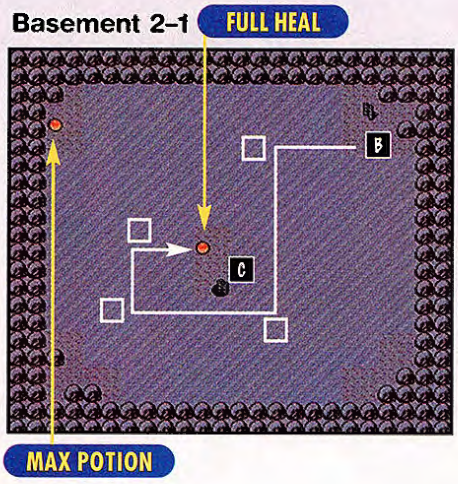
First Floor



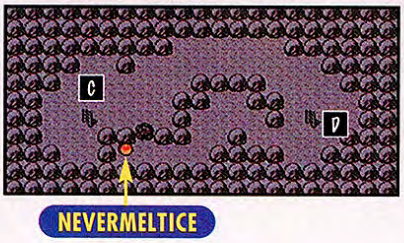
Basement 1-1



Basement 2-1



Basement 3



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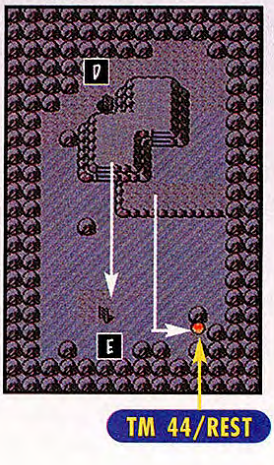

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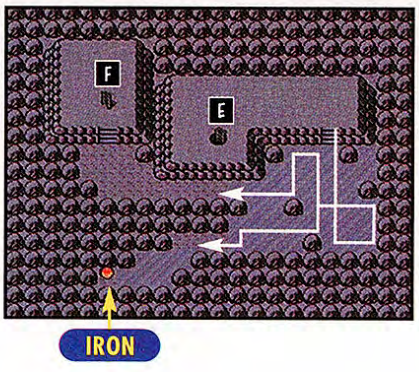
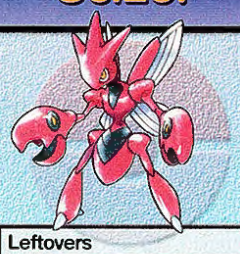


Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

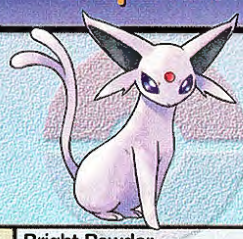
This month's Trainer, Jeffery Zhu, is a bit opinionated about certain Pokémon. He created this team because he doesn't like using Pokémon such as Lugia and Entei. Why? Jeffery thinks they are strong from the beginning and it doesn't take much thought to pick them. He likes the challenge of hatching a set of Pokémon and raising them into a very strong team. Jeffery feels that Pokémon are stronger when you raise them yourself from Level 5.

Scizor



Item	Leftovers
Fury Cutter	Wing Attack
Steel Wing	Swords Dance

Espeon

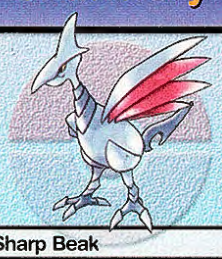


Item	Bright Powder
Psychic	Psybeam
Double Team	Swift

Lapras

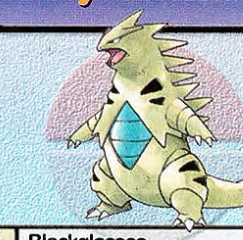
Item	Mystic Water
Ice Beam	Hydro Pump
Body Slam	Confuse Ray

Skarmory



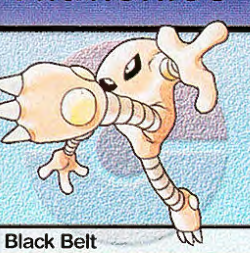
Item	Sharp Beak
Steel Wing	Drill Peck
Fly	Sand Attack

Tyranitar



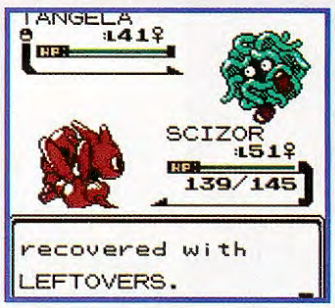
Item	Blackglasses
Crunch	Rock Slide
Earthquake	Screech

Hitmonlee



Item	Black Belt
Hi Jump Kick	Mega Kick
Strength	Focus Energy

Jeffery Zhu says that none of his Pokémon were ever wild—he hatched and raised every single one from an Egg. Since he's breeding Pokémon, he can take advantage of Egg Moves like Skarmory's Drill Peck. Check out the Pokémon Crystal review on page 106 for more information on Egg Moves. Because he's had his Pokémon since they were at Level 5, Jeffery's had the chance to train them exactly the way he wanted to. Oddly, Jeffery's crew has a lot of overlapping moves. No Pokémon needs both Psybeam and Psychic, or Drill Peck and Fly or Hi Jump Kick and Mega Kick. The moves don't do the exact same thing, but they are very similar and one is enough. For example, Hitmonlee's Hi Jump Kick is more accurate but less powerful than Mega Kick. Jeffery could keep Hi Jump Kick and dump Mega Kick, or he could keep Mega Kick and replace Hi Jump Kick with Mind Reader, which would ensure that Mega Kick hits. If he does add Mind Reader, he might want to drop Focus Energy and add Dynamicpunch, which would work very nicely with Mind Reader. Jeffery's Tyranitar has a better balance of moves—Crunch and Rock Slide complement Tyranitar's types, Earthquake works well with its high Attack stat, and Screech can lower the opponent's Defense so Tyranitar's powerful attacks do more damage.



Jeffery's Scizor uses Leftovers to replenish lost HP while it uses Swords Dance to raise its Attack. All three of Scizor's other moves will benefit from Swords Dance, which is very, very good. Of course, Scizor should buzz off when a Fire-type Pokémon shows up.

Lapras's moves go very well with the Pokémon's types and stats. If Jeffery manages to paralyze an opponent with Body Slam, he might then try to confuse it with Confuse Ray. The combination of paralysis and confusion is very powerful.

Hot off the Press

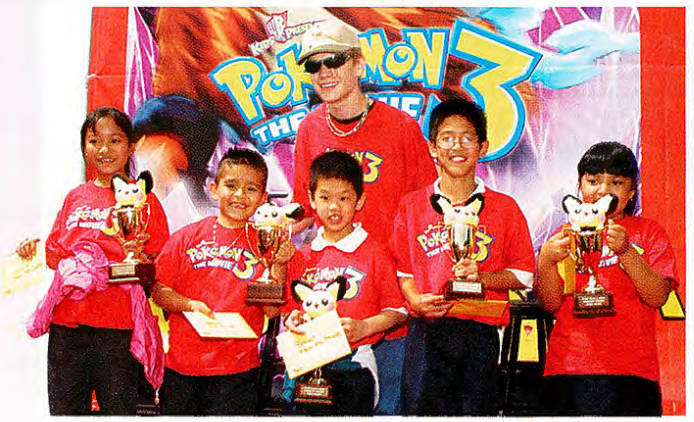
Poké Read-a-Rama

The Kids' WB! and Nintendo partnered to promote the importance of reading with an elementary-school program called Poké Read-a-Rama. The program was designed to get kids excited about reading, and the prizes offered were very enticing—the school that read the most books got to host a morning of cartoons on the Kids' WB! network, while another lucky bunch of kids got to host the U.S. premiere of *Pokémon 3: The Movie*. Nearly 1,000,000 books were read by the approximately 90,000 kids who participated. A whopping 5,000 schools from 48 states and Washington D.C. entered the contest, and one book-loving school read 21,000 books. Congratulations to everyone who participated!

The kids from Lagunita Elementary School in Salinas, California, read the most books (per capita). Their school is the first to host a Saturday morning of programming on the Kids' WB! on national television.

Pichu and the kids from Lagunita Elementary School ham it up for the camera in front of their school. Jess Harnell, the voice of Wakko on "Animaniacs," helped to host the event.

The kids from Lampson Elementary School in Garden Grove, California, were drawn at random to host the premiere of *Pokémon 3: The Movie*.



David Gallagher from "7th Heaven" was on hand to host the movie premiere. The students who read the most books were awarded cute trophies that contained a toy Pichu.

For more Pokémon news, be sure to check out pokemon.com!

Send questions, comments and teams to:

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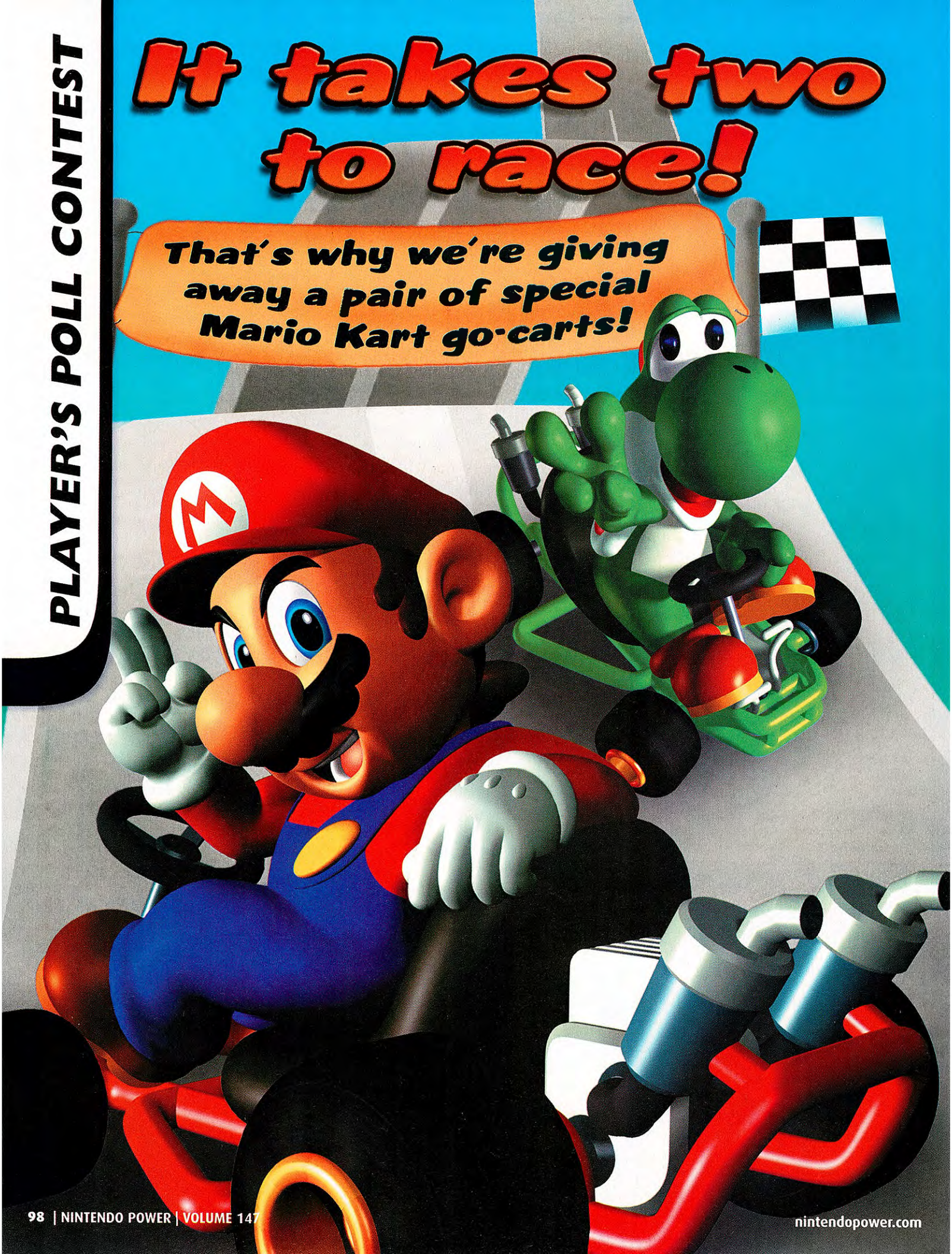

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A. How old are you?
1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

B. Sex
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C. What do you think is the best feature of Nintendo GameCube?
1. Incredible graphics
2. Low price point
3. Exclusive Nintendo games
4. Compatibility with Game Boy Advance
5. The new Controller (and Wavebird Controller)

D. What is the best feature of PlayStation 2?
1. Backward compatibility with PSX 2. DVD playback 3. Exclusive games
4. Number of games available 5. Accessories

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1. Yes 2. No

F. How many TVs do you have in your home?
1. One 2. Two 3. Three 4. Four or more

G. Do you have broadband access to the Internet such as DSL?
1. Yes 2. No

H. How much would you pay for a Nintendo GameCube demo disk with playable demos of upcoming GCN games?
1. Whatever it costs 2. Under $10 3. I wouldn't buy it

I. Should Nintendo Power have a special edition that covers M-rated games for subscribers who are over 17 years old?
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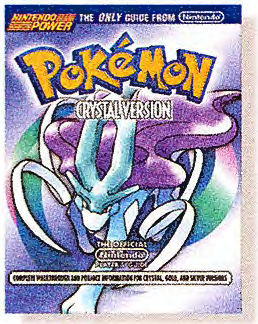

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The struggle against evil Demon Lord Baramos continues in part two of Nintendo Power's exclusive coverage of Enix's Dragon Warrior III for Game Boy Color. The tips and tricks will fly fast and furious as we lead you to the six sacred orbs and a final battle with Baramos himself!

The Quest Continues

Wary of your growing might, Baramos has barricaded himself inside a castle. Unfortunately, the keep is surrounded by mountains, so you'll have to approach it from the air. Your only hope is to find Lamia, a giant bird that can be summoned by discovering six orbs hidden throughout the world. Let NP be your guide as you race to claim the six orbs and free the land from the scourge of Baramos. Each section of the walk-through is identified with a number that refers to the map to the right. We've also included recommendations about what level your party members should have reached before attempting an area. That information is located in blue boxes near the start of each section.

Mild Violence
Suggestive Themes

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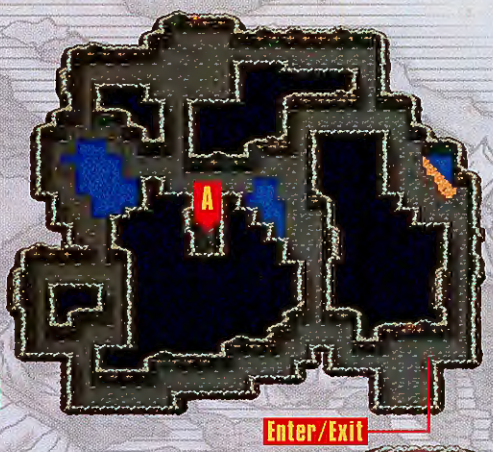
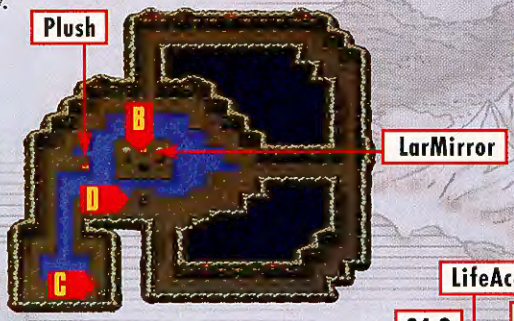
1 Samanao — Level 24-28

You can recover the orbs in any order, but some are easier to obtain than others. The Silver and Purple Orbs are the most difficult to earn, so if you have trouble, go after another orb and track down the harder ones once your party is stronger. Directions to the Change Staff, which you need to get the Silver Orb, are shown below.



Mirror, Mirror

The LarMirror shows the true face of anyone who gazes upon it. It's located in a cave south of the town of Samanao. Speak to the false king in Samanao before entering the cave.

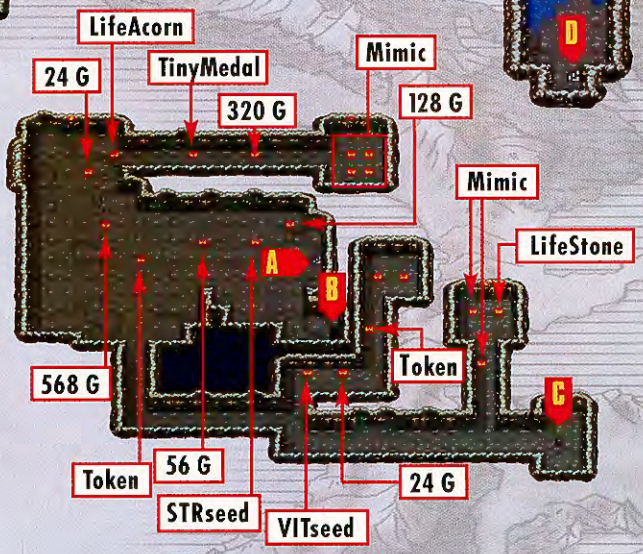


King for a Day

The supposed king of Samanao is actually a BossTroll who has altered his appearance with the Change Staff. Have magic users cast Increase and Upper to raise your party's Defense, then attack the troll with physical weapons.

Change Is in the Air

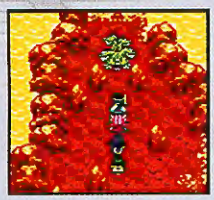
Defeat the BossTroll to receive the Change Staff, which transforms your party into hobbits, go-go dancers and other odd characters. You can also use the staff to shop in the village of Elvenham.



2 Purple Orb - Zipangu

The Purple Orb is in the hamlet of Zipangu, located on a small island north of Reeve. Zipangu is being terrorized by a beast named Orochi, and the village's queen, Himiko, has instituted a program of human sacrifice in an effort to satisfy the creature. Enter the cave east of Zipangu to find Orochi and end Himiko's flawed monster appeasement policy.

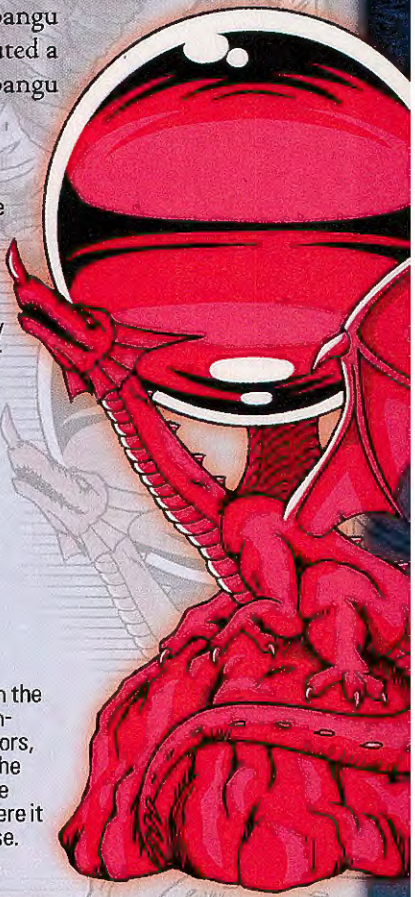
The Orochi Offensive



Orochi is a dragon with powerful magic. Raise the party's Defense, then attack with spells like SnowStorm and FireBane. Once Orochi flees, heal yourself before continuing the pursuit. After winning the fight, you'll get the Orochi Sword, which lowers an enemy's Defense if used in battle.

Himiko Hostilities

It turns out Himiko didn't have the best interests of her people at heart—she was actually Orochi in disguise! Since it's too late for an election recount, take out her highness with the same strategy you used to battle her first incarnation.



3 4 Green and Red Orbs

After the fierce struggle for the Purple Orb, claiming the Red and Green Orbs should be a walk in the park. The Green Orb is held by a convict in the ghost town of Tedanki, but you must visit at night for him to appear. The Red Orb is in the care of a group of pirates, but they appear to have misplaced their beloved booty.

Night Falls on Tedanki

The village of Tedanki is abandoned during the day but teeming with life at night. Once you have the Green Orb, search the town for the Dark Lamp, an item that allows you to alter the time of day. Head to the second floor of the weapon shop in the daytime to find the lamp and a Black Helmet.

Arr, Me Hearties!

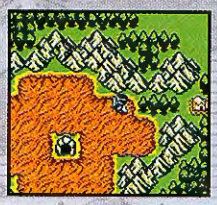
The Pirate's House is located on the southeast shore of the eastern-most continent. Talk to the sailors, then head for the east side of the house. Push a boulder out of the way and search the ground where it used to reside to find a staircase. The Red Orb is down the stairs.

5 Blue Orb

Level 25-30

The Blue Orb is hidden in a cave known as the Navel of the Earth. You can reach the cave via a shrine in the village of Lancel, located on a small kidney-shaped island in the south seas. The shrine—which is well hidden—is in the north end of town. To get there, walk to the eastern edge of town, then head up through the trees.

Alone in the Dark



Only one party member can enter the Navel of the Earth, so use your strongest member. You'll want someone with decent offensive power who knows healing spells—so the Hero is probably your best bet.

6 Silver Orb

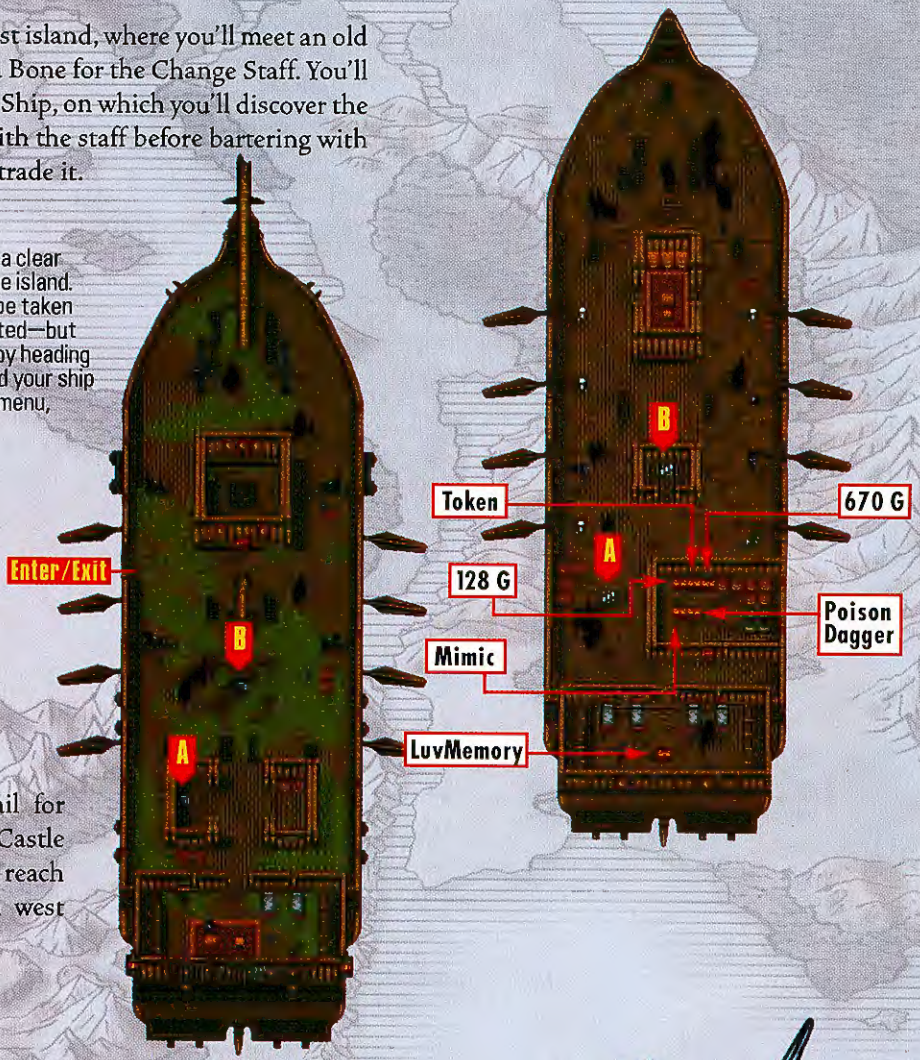
Head for the frozen northernmost island, where you'll meet an old man in a house. He'll exchange a Bone for the Change Staff. You'll use the Bone to find the Phantom Ship, on which you'll discover the LuvMemory item. Be sure to experiment with the staff before bartering with the man, because it's lost forever once you trade it.

Spare Some Change?

The old man's house is located in a clear patch of grass in the middle of the island. Once you enter the grass, you'll be taken to a wide field that seems deserted—but you can track down the old man by heading northeast. To use the Bone, board your ship and select the Bone on the Item menu, then choose Use.

A Ghost of a Chance

The Phantom Ship is filled with departed spirits and lost souls. You'll find the LuvMemory item on the lower deck. The Phantom Ship is a good place to gain levels—the battles aren't too difficult, but they provide lots of Experience Points.



Olivia Cape

Once you have the LuvMemory item, set sail for Olivia Cape. To find the cape, go to Edinbear Castle and sail west for a long time. Once you finally reach land, follow the nearby river southwest then west until you can go no farther.

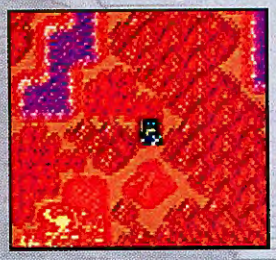
None Shall Pass

The ghost of Olivia prevents ships from entering her cape. To overcome her magic, wait until a strong wind pushes your ship backward, then immediately use the LuvMemory item. Olivia's ghost will reunite with her lost love, allowing your journey to continue.

A Sworded Affair

Enter the Shrine Jail, located on a small island just past the Olivia Cape entrance, and speak to the ghost inside. Search around the various skeletons until you find the Gaia Sword. The newfound weapon is strong, but don't get too attached, because you're about to chuck it into a volcano.

Volcano Voyeurs



Once you've got the Gaia Sword, head for the volcano south of Ashalam. The volcano will erupt when you toss the Gaia Sword into it, revealing a hidden pathway. Follow the path south and west to Gondo Cave, then fight your way through to a shrine. Don't leave the cave without finding the Thunder Sword, which attacks all enemies with lightning when used, and the Blade Armor, which damages monsters that attack the wearer.

Hi-Yo, Silver

Watch for HoloGhosts in Gondo Cave. They cast a spell called Defeat, which can wipe out your entire party in an instant! Once you leave Gondo Cave, you'll receive the Silver Orb from the man in a shrine to the east of Gondo Cave's exit.

7 Yellow Orb

You won't need to fight a single monster to get the Yellow Orb, but obtaining it requires you to build a city—which takes a while. You might want to start the process before beginning your search for the other orbs, then check back from time to time and see how the new community is progressing.

Burg Building

An old man in a field north of the Pirate's House wants to build a town, but he needs a Dealer first. Don't part with a high-level character—just create a new Dealer at Ruida's Tavern in Aliahan and bring him to the old- timer instead.

How Revolting

Once the town is up and running, the villagers will tire of their new mayor and throw him in jail. After he's incarcerated, talk to him to discover the location of the Yellow Orb. You'll need to spy on a meeting of revolutionaries in the southwest corner of town before the mayor can be arrested.

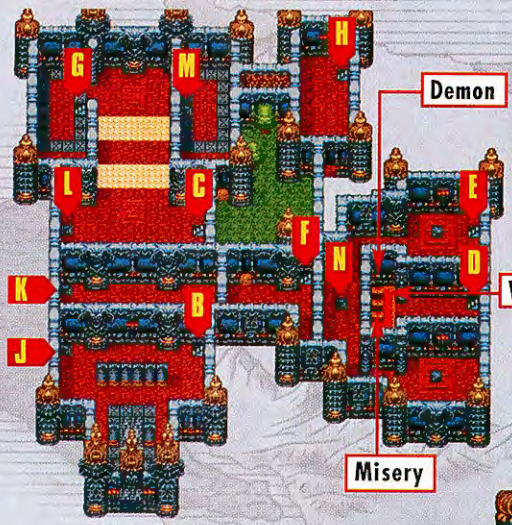
8 Lamia

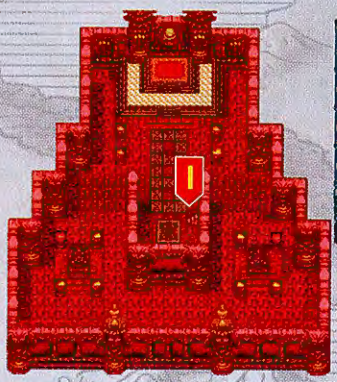
To secure a new, winged form of transportation, take the six orbs to the ice-covered island in the far south. Place the orbs on the pedestals around the room to make the egg hatch. Lamia, the legendary bird, will then be waiting for you outside.

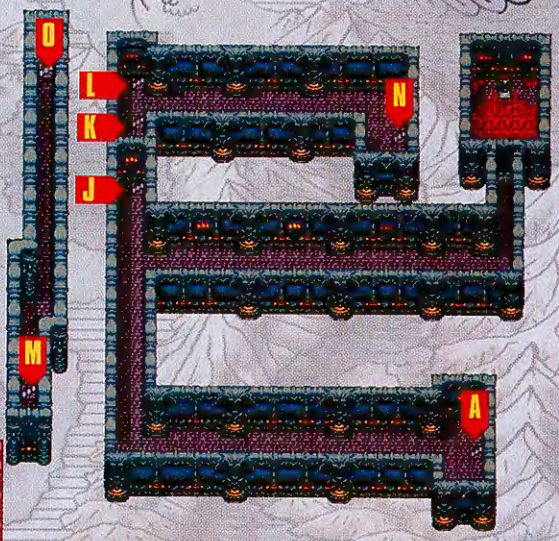
9 Baramos Castle

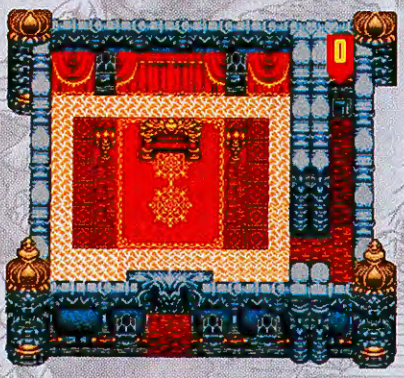
Level 34-40

Baramos' Castle is a twisted maze filled with very strong monsters. If you don't have at least one party member who knows the HealAll spell, you'll need to gain a few levels. To find Baramos, follow the red arrows (which call out connecting doors and stairs) in the following order, starting with the lower-right map: G, L, N, E, F, M, O, I. Be sure to empty the treasure chests before fighting the Demon Lord.









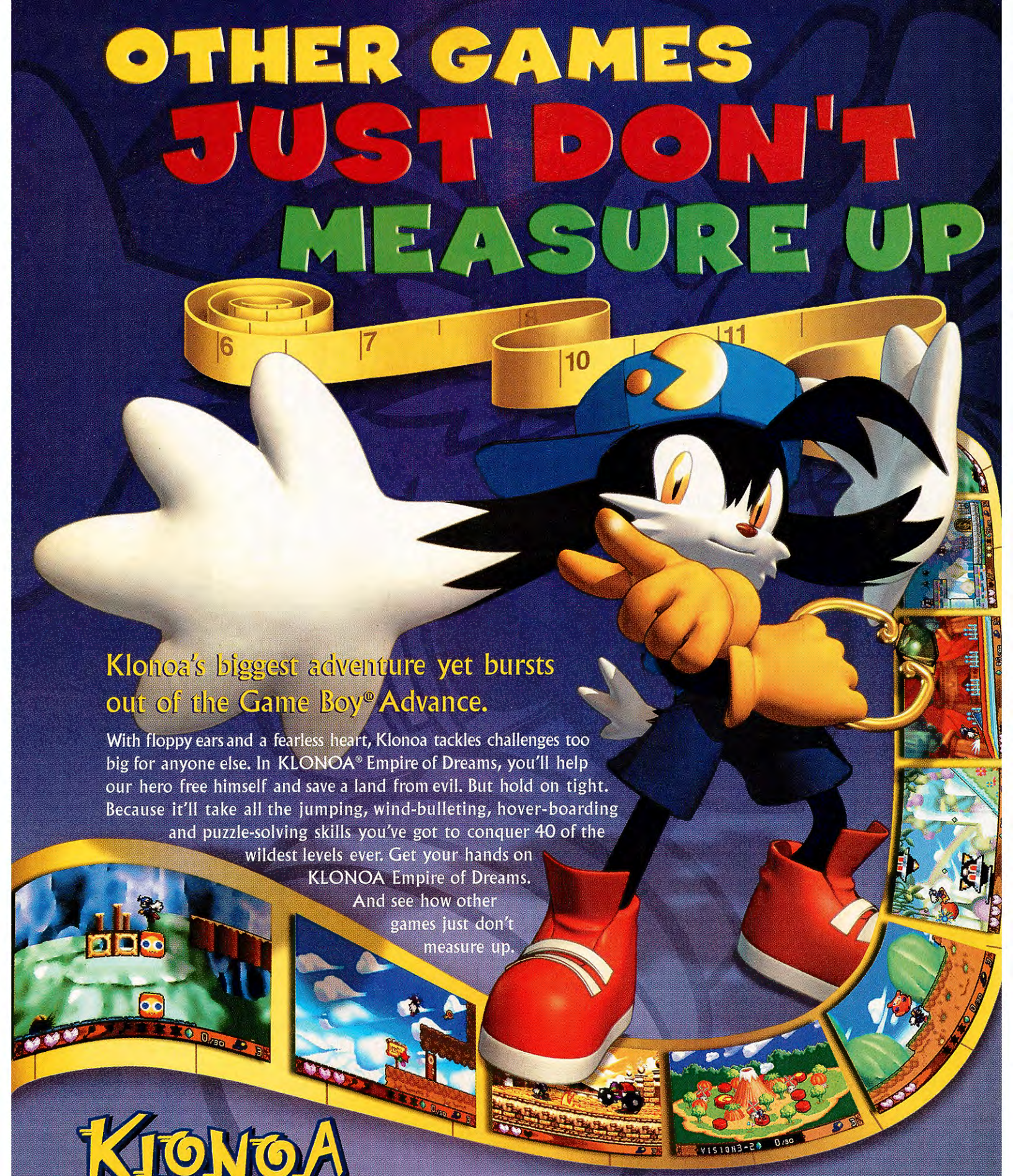
Baramos

Get ready for a fight! Baramos is one tough customer, and he will strike with both magical and physical attacks. Boost the Defense of your party using Increase and Upper, then use TwinHits to elevate your attack ratings. Don't try to use StopSpell or other status-altering attacks on Baramos, because they will have little or no effect on him. If you have a Mage who knows the BeDragon spell, which is learned at level 35, the fight will be much easier.

Stop Dragon Your Feet

With evil Demon Lord Baramos defeated, peace and calm can return to the land. . . . Or can it? Return to towns that you've visited to hear the grateful thanks of villagers and to find some new items, such as the Seduce Sword in Portega. Finally, go back to Aliahan and speak with the king, but be prepared for a shock! We'll let you discover for yourself exactly what the big surprise is, but, needless to say, your adventure might not be over just yet. Happy dragon hunting, hero!

OTHER GAMES JUST DON'T MEASURE UP



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Pokémon® Crystal Version

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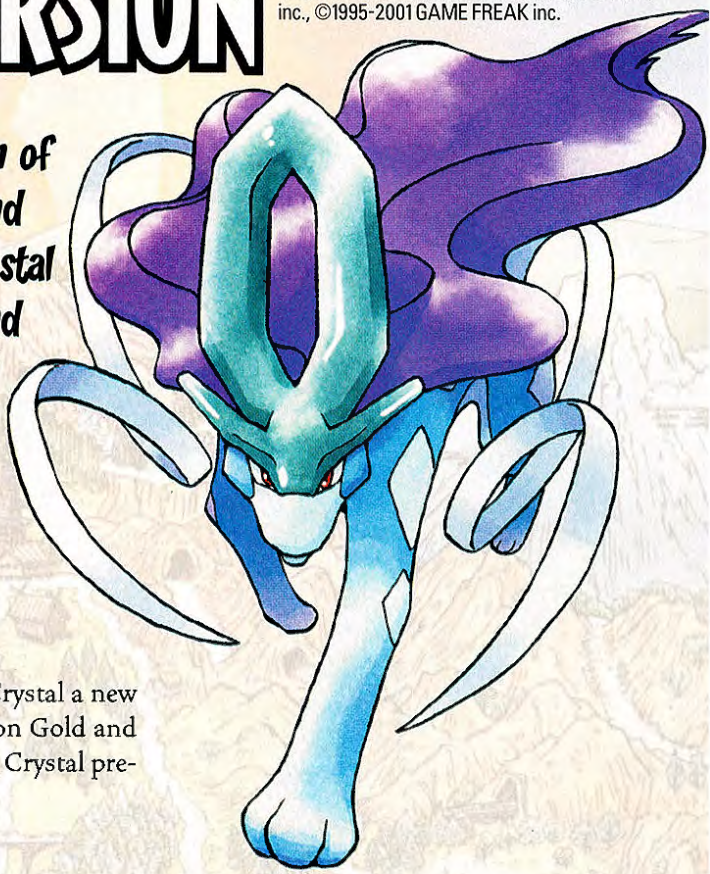


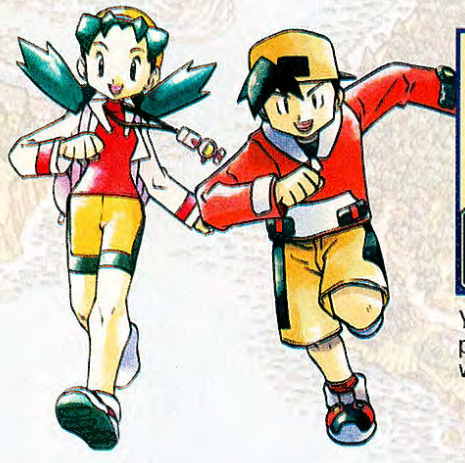
It's clear that Pokémon Crystal continues the tradition of engaging game play started by Pokémon Red, Blue and Yellow and continued in Gold and Silver. Pokémon Crystal is a shiny new update to Pokémon Gold and Silver, and while the framework is basically the same, the Crystal Version adds a bit more polish to the game with new characters, new moves and new areas to explore.

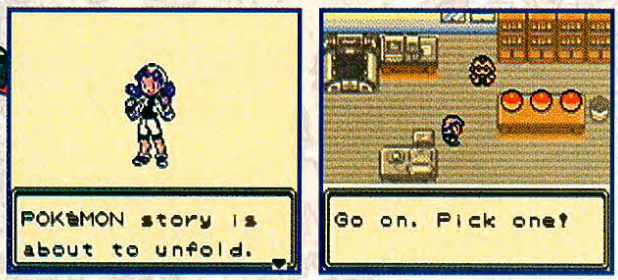
Crystal Changes

There are many differences—both great and small—that make Pokémon Crystal a new experience, even for players who have already mined the depths of Pokémon Gold and Silver. While many of the differences were covered in last month's Pokémon Crystal preview, there are several big changes that deserve a closer look.

Girl Talk

One of the biggest differences in Pokémon Crystal is the new female Trainer. You can now choose to play as a boy or a girl. After choosing your Trainer's gender, you select your starting Pokémon. As in Gold and Silver, you can choose from Chikorita, Cyndaquil or Totodile. All are good choices.





You have many choices at the beginning of the game. Choose to play as a boy or a girl, then head over to Professor Elm's lab, where you can choose your starting Pokémon.

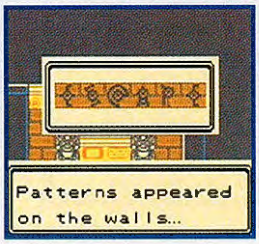
The Ruins of Alph

Ever since Gold and Silver debuted, many have wondered why the mysterious Unown hide inside the Ruins of Alph. Pokémon Crystal players have the opportunity to explore the mystery a bit further by opening secret passages in the ruins.

Catch Unown Pokémon and Get a Pokédex Upgrade

After you solve the first puzzle in the ruins, you will fall through the floor to a strange area where Unown are hiding. When you catch three of the strange symbol Pokémon, and a scientist will meet you at the cave exit to upgrade your Pokédex to keep track of the Unown you catch.

The Writing on the Walls

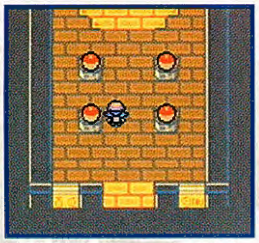


Return to the first puzzle room, then walk over to the man by the far wall. He is reading the pattern that has appeared in Unown symbols on the wall—the word is "escape," and it is a clue that will help you enter the secret passage in the puzzle room.

Use an Escape Rope

In this case, the word "escape" is your clue to use an Escape Rope inside the puzzle room. You'll end up just outside the room. Reenter the puzzle room—it will start to shake, and a doorway will appear where the writing on the wall was. Enter the secret passage to get to a new room.

Collect Items and Translate the Message on the Floor



Once you walk through the secret passage, you'll find four items that normally cost a lot of money. Past the items is a hole in the floor. Drop down to read the message spelled out in Unown on the floor. It's the first part of a short story about the Unown.

Surf to the Next Room and Use Flash

The next puzzle room is across the water in the southern part of the ruins. Surf across the water, then enter the second room. The message on the wall says "Light." Use Flash on the wall to open the next secret passage.

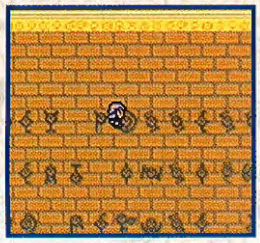
More Items and Another Message

Four more excellent items are in the next room, and another part of the Unown story is written on the floor. If you're having trouble translating the message, try using the handy Unown alphabet at the bottom of the page.

Through Union Cave with the Water Stone

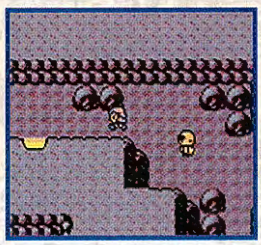
To get to the next area in the ruins, you have to leave the ruins entirely. Head to Union Cave, where you must take the ladder to the next level, then surf up the water. Walk up, then left, then down, then use Strength to push the boulder. Enter the puzzle room containing the Water Stone to open the passage.

More Items and a Third Message



After you've picked up the four items in the first room, drop down the hole in the floor to read the next message. The Unown's story is thought provoking and very interesting.

Through Union Cave Again with Ho-oh



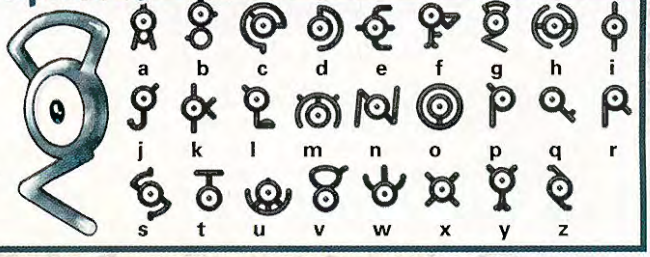
After you've caught Ho-oh, head through Union Cave again the same way as before. From the water, head up, then left, continuing to the northern edge of the cave to an exit. If you enter the last puzzle room with Ho-oh, the last passage will open.

Last Items and the Final Message

Collect the last items, then drop to the lower level to read the final message. Humans and Pokémon must learn to live together, and it seems that some earlier humans weren't quite up to the task.

Unown Alphabet

Each Unown corresponds to a letter in the Roman Alphabet we use. Each Unown's Unowndex entry is a word starting with the letter it represents.

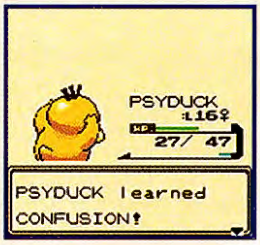


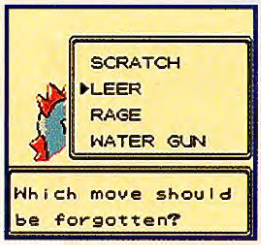
All the Right Moves

One of the coolest new features in Pokémon Crystal is the Battle Tower. If you want to win battles, you will have to train Pokémon from the ground up—and one of the best ways to do that is to raise them from Eggs. There are even new moves in Crystal that you can use!

Learning Moves through Experience

The easiest way for a Pokémon to learn a move is by leveling up. All Pokémon have a list of moves that they will learn naturally as they gain levels. The problem with the moves is that most Pokémon don't learn powerful moves until they've reached pretty high levels, and the Battle Tower's competitions start at Level 10.

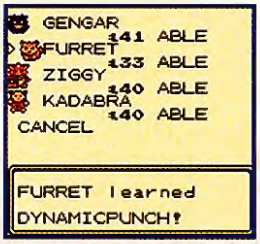


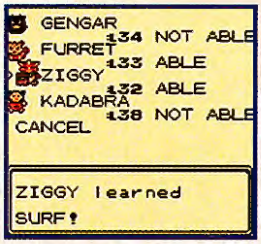


Pokémon learn new moves when they reach certain levels. Some moves are excellent in battle, while others aren't. When a Pokémon already knows four moves, you will have to choose a move to forget if you want to learn another.

TMs and HMs

You can use TMs and HMs to teach moves to your Pokémon.You can use a TM only once. Some useful TMs are available for sale or as Game Corner prizes. HMs can be used as many times as you'd like. You can also trade the original 151 Pokémon back to Red, Blue or Yellow to learn the TMs that don't exist in Crystal.

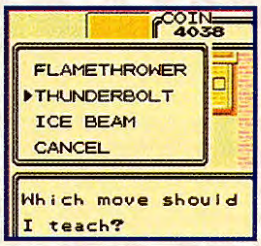




When you boot up an HM or TM, you will see which of your Pokémon are able to learn that move. Some TMs are available in more than one place in the game, while others are not. You'll have to restart the game to get multiples of some TMs.

The Move Tutor

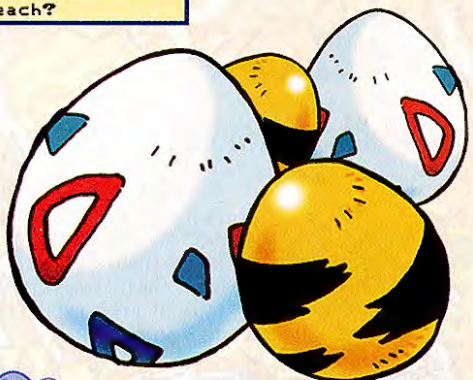
The Move Tutor is new to Pokémon Crystal. After you have defeated the Elite Four, a man will appear outside of Goldenrod's Game Corner every Wednesday and Saturday. For 4,000 coins, the tutor will teach Flamethrower, Thunderbolt or Ice Beam to one of your Pokémon. Most Pokémon can learn at least one of the moves.



Pokémon that couldn't learn Flamethrower, Thunderbolt or Ice Beam before may be able to learn the moves from the Moves Tutor. Some Pokémon can learn all three from him.

Pokémon Breeding: Inherited Level-Up Moves

Baby Pokémon that can potentially learn a move by leveling up can also inherit the move from their parents. The babies will hatch already knowing the move. Both parents must have the move to pass it on.



Take the pair of Pokémon you're interested in breeding to the Pokémon Daycare on Route 34. The baby Pokémon that hatches is always the lowest evolution of its mother's line. In this case, the mother is a Bellossom, so the baby will be an Oddish. Both parents know Solarbeam and Oddish can level up to Solarbeam.

Mother

#182 BELLOSSOM

GRASS / POISON

Level: 55♀	HP: 154
STUN SPORE	GRS
ACID	PSN
PETAL DANCE	GRS
SOLARBEAM	GRS

Father

#153 BAYLEEF

GRASS

Level: 55♂	HP: 142
RAZOR LEAF	GRS
SYNTHESIS	GRS
BODY SLAM	NRM
SOLARBEAM	GRS

Baby

#43 ODDISH

GRASS

Level: 55	HP: 19
ABSORB	GRS
RAZOR LEAF	GRS
SYNTHESIS	GRS
SOLARBEAM	GRS

Because the baby Oddish's parents both knew Solarbeam and it is able to learn Solarbeam by leveling up, it hatched knowing the move. Incidentally, it learned Razor Leaf and Synthesis as Egg Moves.

Pokémon Breeding: Inherited TM Moves

Pokémon can inherit TM moves, too. If the father of the Egg knows a TM move and the baby that hatches can learn the move from a TM as well, it will hatch knowing the move. This can make it much easier to get TM moves.

Mother

#64 KADABRA

PSYCHIC

Level: 38 ♀	HP: 79
CONFUSION	PSY
PSYBEAM	PSY
RECOVER	NRM
PSYCHIC	PSY

Father

#107 HITMONCHAN

FIGHTING

Level: 20 ♂	HP: 50
TACKLE	NRM
ICE PUNCH	ICE
THUNDERPUNCH	ELC
FIRE PUNCH	FIR

Baby

#63 ABRA

PSYCHIC

Level: 5	HP:18
TELEPORT	PSY
ICE PUNCH	ICE
THUNDERPUNCH	ELC
FIRE PUNCH	FIR

Because Abra's father knows Ice Punch, Thunderpunch and Fire Punch and it is capable of learning the moves from TMs, it hatches knowing the moves, no TM required!

Pokémon Breeding: Egg Moves

The best way to determine Egg Moves is to look them up in Pokémon Stadium 2 or the Crystal Player's Guide from Nintendo. Some Egg Moves are exclusive to Crystal. All Egg Moves are passed down from the father.

Mother

#59 ARCANINE

FIRE

Level: 34 ♀	HP: 112
BITE	DRK
EMBER	FIR
TAKE DOWN	NRM
FLAME WHEEL	FIR

Father

#228 HOUNDOUR

DARK FIRE

Level: 35 ♂	HP: 84
EMBER	FIR
BITE	DRK
CRUNCH	DRK
FLAMETHROWER	FIR

Baby

#58 GROWLITHE

FIRE

Level: 5	HP: 20
ROAR	NRM
EMBER	FIR
CRUNCH	DRK
FLAMETHROWER	FIR

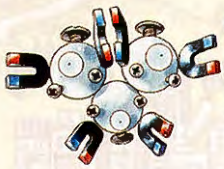
Growlithe learns Crunch because its father has it and it is one of its Egg Moves. Egg Moves are very specific—fathers won't pass just any move on to their offspring.

New Moves

Fifteen Pokémon learn new moves in Crystal. Some moves are simply new abilities that Pokémon can learn in addition to those they learned in Gold and Silver but others replace the moves they would have learned in Gold and Silver. Some are basic moves the Pokémon knows.

#51 Dugtrio

Wild Dugtrio now have Tri Attack as a basic move.



#82 Magneton

In Crystal, Magneton can learn Tri Attack at Level 35, instead of Swift, which it learns at that level in Gold and Silver.

#91 Cloyster

Cloyster is able to learn Spikes at Level 33 in Crystal.

#133 Eevee

Eevee learned Focus Energy at Level 36 in Gold and Silver, but in Crystal it learns Baton Pass at that level instead.

#167 Spinarak / #168 Ariados

Spinarak learns Agility at Level 45 in Crystal instead of Screech. Ariados also learns Agility instead of Screech, but at Level 53.

#187 Hoppip / #188 Skiploom / #189 Jumpluff

Synthesis used to be a basic move for Hoppip, Skiploom and Jumpluff. It is now a level-up move that it learns at Level 5.

#193 Yanma

Instead of learning Swift at Level 37 as it did in Gold and Silver, Yanma learns Wing Attack at Level 37 in Crystal.

#211 Qwilfish

The spiky Qwilfish has Spikes as one of its basic moves in Crystal.

#215 Sneasel

In Crystal, Sneasel can learn Metal Claw at Level 65.

#220 Piloswine / #221 Swinub

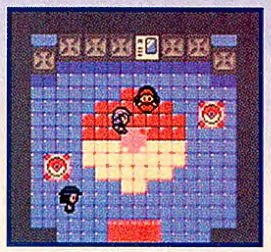
Piloswine and Swinub can learn Amnesia in Crystal. Swinub learns the move Level 55, and Piloswine learns it at Level 70.

#245 Suicune

Suicune learns Bubblebeam at Level 11 instead of Water Gun. It learns Rain Dance in place of Roar at Level 21 and Aurora Beam instead of Bubblebeam at Level 41.

The Battle Tower

You will find the Battle Tower near Olivine City only in Pokémon Crystal. It's probably the most significant addition to the game. There are many battles inside the tower at different levels of competition. The Pokémon you face are randomly drawn from a pool of excellently equipped creatures.



Talk to the woman at the desk. You can take only three Pokémon into the battle rooms. They must all be at the proper level for the chosen room.

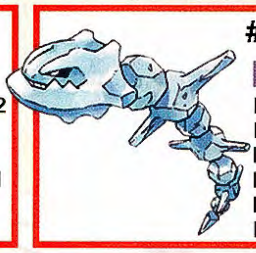
Nintendo Power Trained Team

Our team was raised from the ground up to battle in the Level-10 room of the Battle Tower. Use it to get ideas for your own team. Pokémon must have good Defense and Special Defense to survive the battles at such a low level. Try to use as many items like Calcium and Iron as you can afford to condition your Pokémon.

#36 CLEFABLE

NORMAL

Level: 10	HP: 42
ICE BEAM	ICE
THUNDER WAVE	ELC
BODY SLAM	NRM
THUNDERBOLT	ELC
BERRY JUICE	



#208 STEELIX

STEEL GROUND

Level: 10	HP: 36
IRON TAIL	STL
ROCK SLIDE	RCK
EARTHQUAKE	GRD
HYPER BEAM	NRM
LEFTOVERS	

#66 MACHOP

FIGHTING

Level: 10	HP: 39
ICE PUNCH	ICE
FLAMETHROWER	FIR
CROSS CHOP	FTG
HIDDEN POWER	NRM
GOLD BERRY	

Ice Beam

Nintendo Power took Clefable to the Move Tutor to teach it Ice Beam.

Thunder Wave

We traded Clefable back to Red to give it Thunder Wave from TM 45. Thunder Wave is also a TM in Yellow and Blue.

Body Slam

While Clefable was in Red, we also gave it Body Slam from TM 8.

Thunderbolt

Clefable learned Thunderbolt from the Move Tutor.

Iron Tail

Steelix learned Iron Tail from TM 23.

Rock Slide

When Steelix was still Onix, it hatched knowing Rock Slide, which is one of Onix's Egg Moves.

Earthquake

Steelix learned Earthquake from TM 26.

Hyper Beam

Steelix learned Hyper Beam from TM 15.

Ice Punch

Nintendo Power taught Machop Ice Punch with TM 33.

Flamethrower

Machop learned Flamethrower from the Move Tutor.

Cross Chop

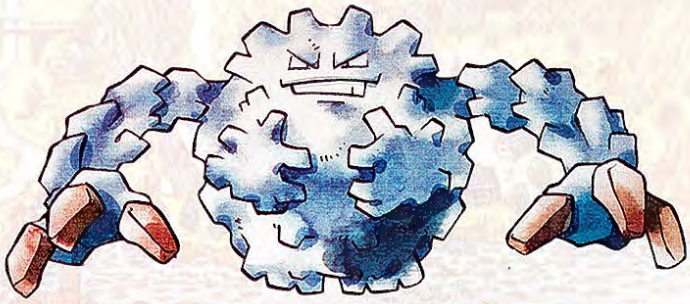
Both of Machop's parents knew Cross Chop, so it hatched knowing the move.

Hidden Power

Machop learned Hidden Power from TM 10.

The First Floor Battle

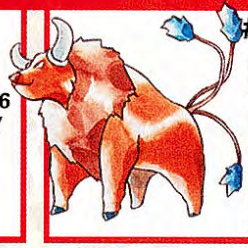
The first floor of the Battle Tower is for Level-10 creatures only. Select three Level-10 Pokémon and store the rest in Bill's PC. The seven Trainers in the first floor will battle you with teams of three Pokémon that are randomly selected from the ones shown below and on the next page.



#201 UNOWN

PSYCHIC

Level: 10	HP: 36
HIDDEN POWER	PSY
BERRY	



#128 TAUROS

NORMAL

Level: 10	HP: 40
HEADBUTT	NRM
SWAGGER	NRM
TAIL WHIP	NRM
ICY WIND	ICE
KING'S ROCK	

#122 MR. MIME

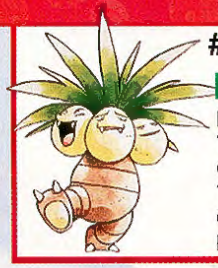
PSYCHIC

Level: 10	HP: 34
TOXIC	PSN
PSYCH UP	NRM
FIRE PUNCH	FIR
HEADBUTT	NRM
QUICK CLAW	

#143 SNORLAX

NORMAL

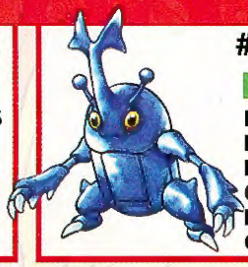
Level: 10	HP: 57
HEADBUTT	NRM
PROTECT	NRM
SNORE	NRM
SURF	WTR
MIRACLEBERRY	



#103 EXEGGUTOR

GRASS PSYCHIC

Level: 10	HP: 45
TOXIC	PSN
GIGA DRAIN	GRS
THIEF	DRK
CONFUSION	PSY
KING'S ROCK	



#214 HERACROSS

BUG FIGHTING

Level: 10	HP: 43
REVERSAL	NRM
ENDURE	NRM
COUNTER	FTG
ROCK SMASH	FTG
GOLD BERRY	

#228 HOUNDOUR

DARK FIRE

Level: 10	HP: 36
FAINT ATTACK	DRK
SOLARBEAM	GRS
ROAR	NRM
SUNNY DAY	FIR
GOLD BERRY	

#203 GIRAFARIG

NORMAL PSYCHIC

Level: 10	HP: 39
PSYBEAM	PSY
MUD-SLAP	GRD
SHADOW BALL	GHO
AGILITY	PSY
KING'S ROCK	

#242 BLISSEY

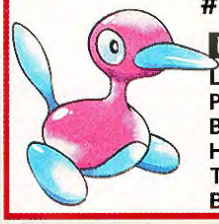
NORMAL

Level: 10	HP: 77
HEADBUTT	NRM
SOLARBEAM	GRS
ROLLOUT	RCK
STRENGTH	NRM
QUICK CLAW	

#215 SNEASEL

DARK ICE

Level: 10	HP: 38
SLASH	NRM
FAINT ATTACK	DRK
SURF	WTR
BLIZZARD	ICE
GOLD BERRY	



#233 PORYGON2

NORMAL

Level: 10	HP: 44
PSYCHIC	PSY
BLIZZARD	ICE
HYPER BEAM	NRM
TRI ATTACK	NRM
BRIGHT POWDER	

#200 MISDREAVUS

GHOST

Level: 10	HP: 37
PERISH SONG	NRM
MEAN LOOK	NRM
PAIN SPLIT	NRM
SHADOW BALL	GHO
FOCUS BAND	

#241 MILTANK

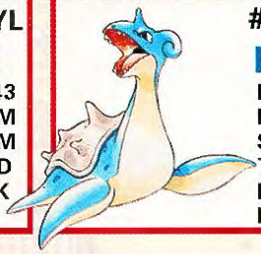
NORMAL

Level: 10	HP: 46
BLIZZARD	ICE
EARTHQUAKE	GRD
HYPER BEAM	NRM
TOXIC	PSN
GOLD BERRY	

#142 AERODACTYL

ROCK FLYING

Level: 10	HP: 43
HYPER BEAM	NRM
SUPERSONIC	NRM
EARTHQUAKE	GRD
BITE	DRK
LEFTOVERS	



#131 LAPRAS

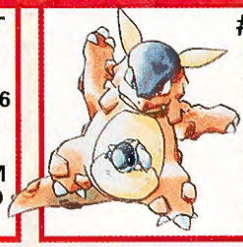
WATER ICE

Level: 10	HP: 52
BLIZZARD	ICE
SURF	WTR
THUNDERBOLT	ELC
PSYCHIC	PSY
MIRACLEBERRY	

#202 WOBBUFFET

PSYCHIC

Level: 10	HP: 66
COUNTER	FTG
MIRROR COAT	PSY
SAFEGUARD	NRM
DESTINY BOND	GHO
FOCUS BAND	



#115 KANGASKHAN

NORMAL

Level: 10	HP: 47
REVERSAL	FTG
HYPER BEAM	NRM
EARTHQUAKE	GRD
ATTRACT	NRM
MIRACLEBERRY	

#222 CORSOLA

WATER ROCK

Level: 10	HP: 38
SURF	WTR
PSYCHIC	PSY
RECOVER	NRM
ANCIENTPOWER	RCK
SCOPE LENSE	

#135 JOLTEON

ELECTRIC

Level: 10	HP: 41
THUNDERBOLT	ELC
HYPER BEAM	NRM
SHADOW BALL	GHO
ROAR	NRM
MIRACLEBERRY	

#196 EPSEON

PSYCHIC

Level: 10	HP: 39
MUD-SLAP	GRD
PSYCHIC	PSY
PSYCH UP	NRM
TOXIC	PSN
LEFTOVERS	

#197 UMBREON

DARK

Level: 10	HP: 46
SHADOW BALL	GHO
IRON TAIL	STL
PSYCH UP	NRM
TOXIC	PSN
GOLD BERRY	

Buena's Radio Show

There are lots of ways to get free items in Crystal. Some new Trainers call you with items that they win or find, and the Ruins of Alph are packed with cool stuff. Another way to get great items is to listen to Buena's Password on Channel 10.5 in Johto. Every night after 6 p.m., she'll be on the air with a different password. Listen to win!

Go to the second floor of the Goldenrod Radio Tower to tell Buena the password. The first time you visit, you'll receive the Blue Cards, which you use to store the points you earn from Buena. Visit her every day to collect points.

Prizes

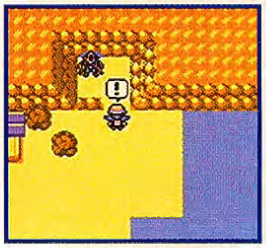
Talk to the woman to Buena's left to redeem the points on your Blue Card for fabulous prizes. Save your points!

Ultra Ball	2 points
Full Restore	2 points
Nugget	3 points
Rare Candy	3 points
Protein	5 points
Iron	5 points
Carbos	5 points
Calcium	5 points
HP Up	5 points

Suicune Surprise

Trainers have an unusual opportunity to catch Suicune in Crystal. You'll run into the creature in a few areas, and after you have the right item, you'll get a chance to catch Suicune in the Tin Tower.

Suicune Spotted!

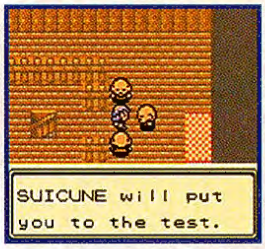


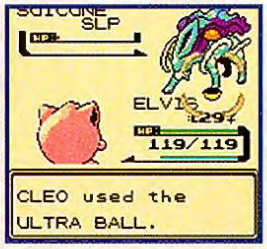
The Burned Tower is a bit different in Crystal, and you have to visit it before you can battle Morty in Ecruteak City. Inside, you'll meet Suicune and the other legendary Pokémon and a Trainer named Eusine. Later, you will spot Suicune again in Cianwood City.

Get the Clear Bell

In Crystal, you'll get the Clear Bell from the Radio Station Manager after you stop Team Rocket from taking over the station. You need the Clear Bell to enter Tin Tower for the first time to catch Suicune.

Enter Tin Tower





Take the Clear Bell to the Tin Tower. Defeat the Wise Trio to enter the tower for your encounter with Suicune. It won't run away from you, making it much easier to catch. You must catch Suicune if you want to catch Ho-oh later.

Uh-Oh, Ho-oh!

You must catch Suicune, Raikou and Entei and defeat the Elite Four to gain entrance to the Tin Tower's upper levels, where Ho-oh is said to roost. Try using Repel and a Level-40 creature to search for Raikou and Entei in the grassy areas of Johto.

Catch Entei and Raikou

Check out the Pokécenter for tips on using Repel to catch Raikou and Entei. You must catch both of the fantastic creatures in addition to Suicune before you attempt to catch Ho-oh.

Beat the Elite Four and Lance

The stairs to the top of Tin Tower won't appear until after you've defeated the Elite Four. If you take your best team with you, plus plenty of good items, the Elite Four will be history. You need all eight Johto Badges to battle the Elite Four.

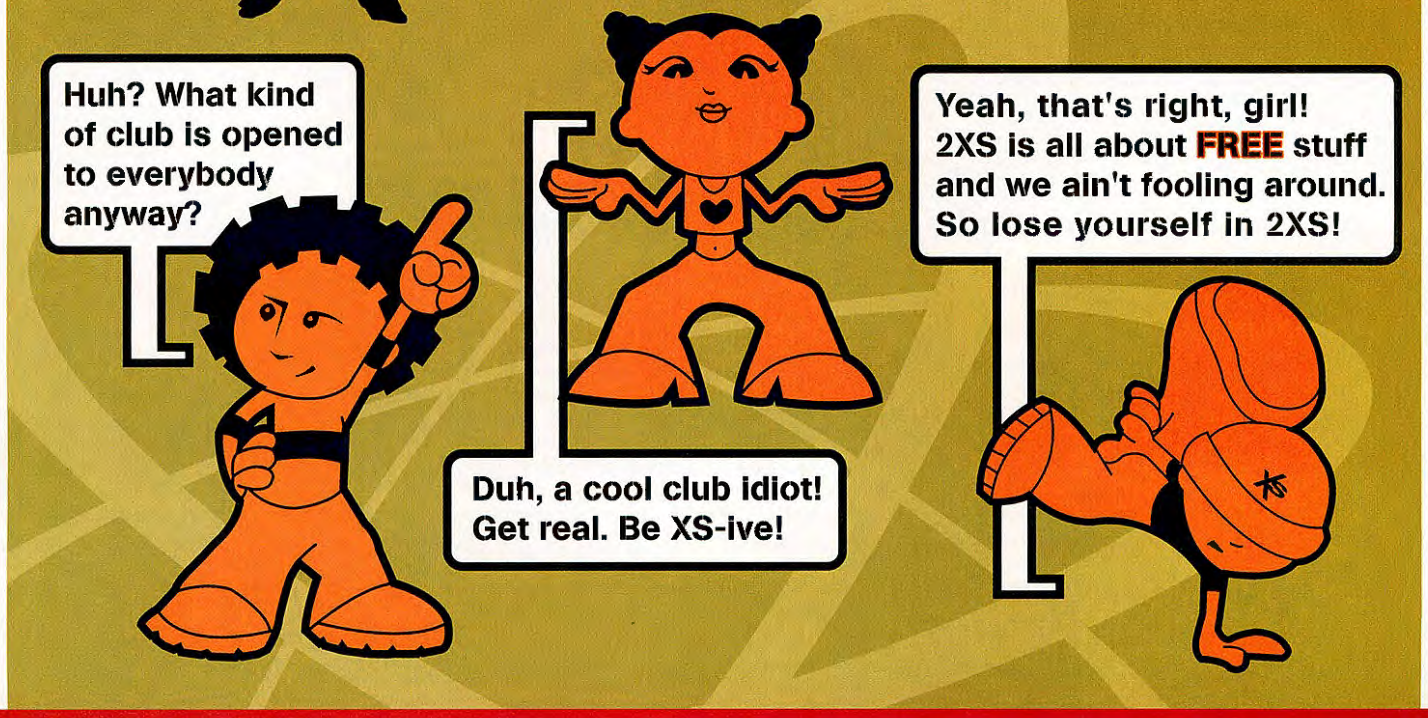
Get the Rainbow Wing and Catch Ho-oh

Return to the Tin Tower after you've caught Suicune, Raikou and Entei and defeated the Elite Four. Unless you've met all of those conditions, the stairway will not appear in the tower. If you accidentally knock out Suicune, Raikou or Entei, you won't be able to catch Crystal's Level-60 Ho-oh. Save often so you can catch all three!

Crystal Clear

Pokémon Crystal has plenty of cool features, such as new areas and characters, that make it a unique addition to the Pokémon family of games. There is plenty to uncover no matter what your level of Pokémon expertise. Gaze into Crystal to learn more!

The 2XS Club For Everybody


Huh? What kind of club is opened to everybody anyway?
Duh, a cool club idiot! Get real. Be XS-ive!
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NOW PLAYING

POWER GUIDE TO THE LATEST RELEASES AUGUST 2001

POKéMON CRYSTAL VERSION

Will you wanna catch 'em all again?

4

If you somehow managed to miss out on the first five versions of Pokémon, Crystal is the perfect version for catching up on catching 'em all. In this version of Pokémon, everything that made the other games great reappears, including the entire Kanto adventure from Pokémon Red, Blue and Yellow and the entire Johto journey from Gold and Silver.

If you've already played Gold and Silver, then the burning question on your Crystal-curious mind is "What's the difference?" The answer is the Battle Tower, a bonus area featuring 21 new Trainers. Aside from that, Crystal boasts some cosmetic tweaks, including new battle animations, a playable female Trainer and some shuffled-up item locations. The game also introduces a Suicune challenge, and Crystal is the first Pokémon game that isn't compatible with the old-school GB or GB Pocket (it's compatible with GBC and GBA, but you won't be able to exchange Mystery Gifts on the GBA, since the new system lacks an infrared port). Crystal's changes are slight, but hard-core fans will find that they provide supereffective surprises—especially the Battle Tower, which is truly challenging.

COMMENTS: George—If it was the only Pokémon game, Crystal would merit a very high rating, but the fact is that it's quite similar to Gold and Silver. Jenni—If you already have Gold or Silver and you don't train your Pokémon very seriously, then you can safely pass on Crystal. If you've never played Pokémon or you are crazy about raising and training teams, then you should definitely pick this one up. The big deals, like the Suicune-catching event and the Battle Tower, will make Pokémaniacs drool, but they might not be as important to the casual fan.

- Nintendo/16 Megabits
- 1 or 2 players simultaneously
- GBC and GBA compatible
- Transfer Pak compatible

ALAN	★★★★
CHRIS	★★★★
DREW	★★★★
JASON	★★★★
JENNI	★★★★½

EVERYONE
E
CONTENT RATED BY ESRB

MAT HOFFMAN'S PRO BMX

3

The Condor tries to fly like a Hawk.

As a 10-time World Vert Champion who rarely keeps his bicycle wheels on the ground, BMX star Mat Hoffman has earned the nickname, "Condor." He has also earned his own stunt game, and he's a perfect match for Activision's freestyle BMX session based on Tony Hawk's Pro Skater. Busting out stunts and catching air to soar into collectible items worked wonders on a skateboard, but, with half the wheels and half the originality, Mat's uninspired BMX game cranks out little more than half the fun.

Every freestyle session rolls out plenty of objectives, like collecting letters floating above ramps to spell "TRICK," or pulling off cool tricks to earn extra time in a race against the clock. While performing stunts is a breeze thanks to tight controls, making a simple turn can be downright BMX-asperating. Traveling into the foreground or background requires perfect timing and perfect positioning, and that can make navigation perfectly frustrating. At least the detailed graphics will get you going, and they appear at a good angle that's great for grinding, catching air and performing aerobatics. That's what Pro BMX is all about, and it rolls out enough easy-to-execute stunts that it'll do the trick for stunt fans.

COMMENTS: **Andy**—This game has a logical trick system and solid course designs. It's one of the better handheld BMX games. **Jason**—It's like Tony Hawk with training wheels—it has Pro Skater's setup, but it's a bit clumsy and feels more restrained. It's sort of fun, though, and its slick GBC graphics do a good imitation of Pro Skater 2 for GBA. **George**—There's more back-and-forth on halfpipes in this game, and less of a free-wheeling feeling. **Alan**—The sound is really stinky.

- Activision/8 Megabits
- 1 player
- GBC and GBA compatible
- 5 Freestyle tracks plus Time Trial courses

ALAN ★★★½
ANDY ★★★
GEORGE ★★★½
JASON ★★★½
SONJA ★★

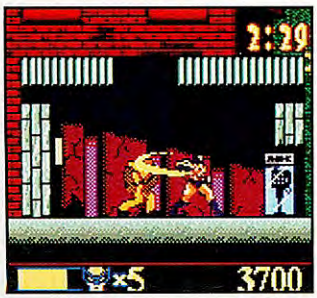
EVERYONE
E
CONTENT RATED BY ESRB

X-MEN: WOLVERINE'S RAGE

2½

Claw your way to the top in a superhero side-scroller.

No matter how cool superheroes may be, many of them emerge as generic, wimpy bores when they leap from the comic books to video games. The last superhero you'd want to anger with a less-than-super game is short-tempered Wolverine. Activision comes close with X-Men: Wolverine's Rage, a standard fight-and-run platformer that will lead you to battles against Lady Deathstrike, Sabretooth and Cyber. As far as side-scrollers go, the game is standard, but the graphics and use of color have Marvel flair. The game strategy boils down to clawing villains and jumping on platforms, but Activision at least tries to keep the action intense by putting a time limit on every level. The object is to reach the end of each area before the clock or your health runs out. Since Wolvie has the power to heal himself, you'll be able to refill your health meter, but recuperating takes precious time. Logan's other cool power is his rage—with a few swift button taps, you'll be able to unleash an uncontrollable outburst of hacking action, which mauls all nearby opponents while draining a good deal of your health. Both of Wolverine's abilities are double-edged swords, and their price injects some excitement into the game. Still, it would've been cooler to have more moves than a simple claw swipe. Play control could have been improved, too—gauging jumps and leaping to ledges is a bear. The game provides basic fun that X-Men fans will appreciate, but they won't be head-over-heels mad about Wolverine's Rage.



COMMENTS: **Drew**—He has no interesting moves. **Andy**—There aren't any big surprises in game play, but Wolverine fans should be more than satisfied. **Alan**—Pretty good for a platformer! The levels are challenging.

- Activision/8 Megabits
- 1 player
- GBC and GBA compatible
- 20 levels

ALAN ★★★½
ANDY ★★★
CHRIS ★★★½
DREW ★★
JASON ★★★½

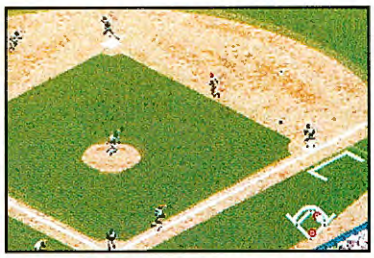
EVERYONE
E
CONTENT RATED BY ESRB
Animated violence.

HIGH HEAT MAJOR LEAGUE BASEBALL 2002

4

High Heat wins high praise for its swinging sim fun.

Baseball sims don't have to be boring, and 3DO's High Heat Major League Baseball 2002 proves it. Batting a thousand with all the perks that baseball fans are looking for, including all 30 MLB teams and their beautifully illustrated stadiums, accurate stats, a Home Run Derby and Season play, High Heat offers plenty of micromanagement possibilities to work with. Plus, they're all easy to use. The slick ball game sports an automatic fielding option, but the convenient controls make it simple enough for players who want to retrieve the ball manually. The game's interface is easy to use, so you won't waste time wading through confusing menus just to throw a curveball or adjust your defensive alignment. The graphics are superb (though all the batters look the same) and the crisp cheers, jeers and spoken calls by the umpire make High Heat an all-star package. With a wealth of detailed sim elements and fast, fun game play, High Heat is the sports sim that baseball fans should run home with.



COMMENTS: **Alan**—I've played the High Heat series for years, and I think it's the best pure baseball sim out there. You'll see lots of different hits, and the stats and performances seem pretty close to the mark. But the game doesn't show a box score after the games! Want to know how many guys you struck out? Better keep score as you go. **Chris**—The graphics and play control are well done. This game is definitely a keeper that will intrest baseball fans at least through the end of the season. **Drew**—Easily the best handheld baseball game I've ever played. Sports sims often sacrifice fun for the sake of authenticity, but 3DO has managed to make an enjoyable game that's deep enough to satisfy sports nuts.

- 3DO/32 Megabits
- 1 player
- 5 modes
- All 30 MLB teams updated with 2001 rosters

ALAN ★★★½
ANDY ★★★
CHRIS ★★★★
DREW ★★★★½
JASON ★★★★

EVERYONE
E
CONTENT RATED BY ESRB

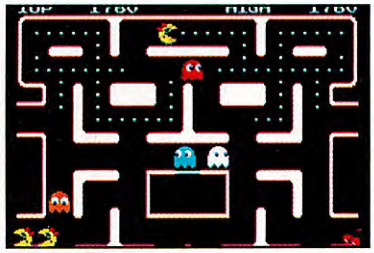
NAMCO MUSEUM

4

History repeats itself in a classic arcade collection.

Saving you a trip to the pizza parlor and a pocketful of quarters, Namco has dusted off five of its vintage video games and perfectly replicated them in a greatest hits Game Pak for Game Boy Advance. Ms. Pac-Man, Dig Dug, Galaga, Galaxian and Pole Position have stood the test of time, and Namco Museum keeps the '80s games intact. The exception is that Ms. Pac-Man features a close-up, scrolling screen view so you can see the characters as they appeared in the arcades. If you're a purist who's used to seeing the entire maze at once, you can munch dots and ghosts in a full-screen version, though the graphics will be tiny and simplified. Namco Museum doesn't feature any multiplayer games, but the one-player action is true to the original games with spot-on play control, colorful graphics and zippy sound effects (keep an ear out for the main menu's cute theme song, which features sound effect samples from all five games in a peppy toe-tapper).

Namco released an N64 version of the hit parade two years ago (the portable version is just as authentic and nearly identical, except the GBA version doesn't include Pac-Man), and there's a reason that its classics keep resurfacing—they're fun. Pole Position doesn't quite hold up like the other games, but it's one of the better racing games you can get on a handheld system. Plus, in the good company of four other classics, it makes Namco Museum an endlessly fun bargain and the coolest history lesson around.



COMMENTS: **Drew**—Classic arcade games have been ported to Game Boy for many years, but they always lost something in the translation—until now. The GBA's impressive graphics and sound allow for almost perfect versions of your favorite quarter munchers.

- Namco/32 Megabits
- 1 player
- 5 games

ALAN ★★★★
DREW ★★★★
GEORGE ★★★★★
JASON ★★★★★
JENNI ★★★★★

EVERYONE
E
CONTENT RATED BY ESRB

ESPN FINAL ROUND GOLF 2002

Take a swing at golf with ESPN.

3

- Konami/64 Megabits
- 1 to 4 players simultaneously
- Game Link compatible (multiple Game Paks required)

ALAN
ANDY
DREW
JASON
SONJA

EVERYONE E CONTENT RATED BY ESRB

It's par for the course that most golf games will be compared to Mario Golf, the hole-in-one of video putters, and ESPN Final Round Golf 2002 is able to hold its own against the game. Konami's fun on the fairways features five unique 18-hole courses (plus a bonus course). In contrast, Mario Golf for GBC featured four courses. You can also compare Final Round's putting system to Mario Golf, since it's pretty much lifted straight from the plumber's game. The intuitive swing system makes child's play out of completing each hole under par, but it's a shame that the courses and CPU golfers aren't tougher. The best competition you'll probably get is from a friend, and Final Round rolls out multiplayer action—up to four players can link up for a Multi-Pak competition or two players can take turns competing on one GBA. Aside from the multiplayer perks, Final Round putts by with the basic video golfing ingredients, including variable weather and wind and Practice, Match Play, Stroke Play and Tournament Modes.

The gorgeous greenery and graphics are definitely worthy of a golf clap, while the cheesy music is sure to be heard in an elevator near you. Final Round Golf looks great, sounds good and plays fine. The game doesn't offer much of a challenge, but if you're looking for golf on GBA, Final Round will fit you to a tee.

COMMENTS: **Alan**—There's no way to adjust the difficulty, and the game is waaaaay too easy. It's impossible to discern the lay of the land, but this is an extremely enjoyable little game. **Drew**—Despite this game's pretty clouds and lush fairways, I would much rather play Mario Golf for GBC—it's actually fun.

FORTRESS

Majesco sets out to build a better puzzle from the ground up.

3

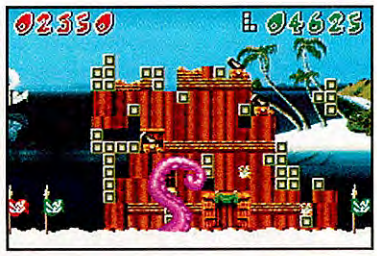
- Majesco/32 Megabits
- 1 to 2 players simultaneously
- Game Link compatible (multiple Game Paks required)

ANDY
CHRIS
DREW
JASON
SONJA

EVERYONE E CONTENT RATED BY ESRB

Fortress looks like Tetris, but it's nothing like the classic puzzler. That could be part of the problem with Majesco's castle-building game, but the game's big downfall is that it boasts real-time combat without giving full control over the battles.

As interlocking puzzle pieces and weapon blocks rain from the sky, you must fit them together into combo formations to build a castle fortified with towers, cannons and magical spires that serve as launching pads for dragons, UFOs and other airborne attackers. You're racing to build a castle before your neighbor does, and the weapons you build onto your base will help you demolish your rival's castle. Fortress teases you with the aspect of combat, but the truth is that your aerial assaults and cannons go off automatically. The only time you really get to interact with your rival is when a randomly appearing Combat Block falls, enabling you to target and shoot your opponent's castle. The combat aspect is what sets Fortress apart from other bricklaying puzzle games, but Combat Blocks rarely appear, so the game skimps on its one innovation. In the end, the head-to-head tension is nonexistent since you basically mind your own business and build. That's not exactly groundbreaking gaming, but it can still be entertaining and fun. The cheery graphics and zany animations can be amusing, too, but everything's overshadowed by what Fortress could've been. Majesco just didn't build upon it.



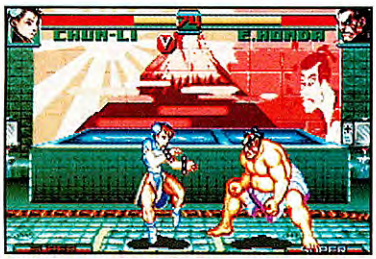
COMMENTS: **Drew**—I'm glad someone is trying something different, but it would have been more fun to have control over the weaponry. **Sonja**—This game is pretty fun to play, especially in multiplayer. It has only four levels, though.

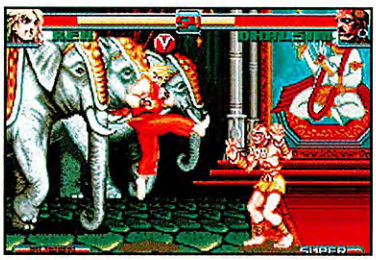
SUPER STREET FIGHTER II: TURBO REVIVAL

3

Capcom packs a punch with the definitive Street Fighter II.

There are essentially two types of fighting game: ones that require you to memorize elaborate button combos for every single character and ones that require quick reflexes to mash out simple combos that you can easily figure out on your own. In the early days of fighting games, most of the brawlers fell into the former category, and Street Fighter was one of the premier games of that type. The second installment of SF was even bigger and badder when it bullied its way into arcades nearly 10 years ago. It was so popular, in fact, that Capcom released countless versions of the sequel, including Street Fighter II: The World Warrior, Street Fighter II Turbo: Hyper Fighting and Super Street Fighter II: The New Challengers. In the latest version of the sequel, Super Street Fighter II: Turbo Revival, Capcom has combined the characters and turbo action from all those games to create the ultimate SFII slugfest. Hard-hitting action, lightning-fast moves, new Super Combos and appealing 2-D graphics that seem to use every color in the rainbow make SFII a fighting game that's fun to watch. Whether it's fun to play depends on the type of fighting game you like. If memorizing combos that read like calculus formulas doesn't appeal to you (Was it Up, Up, Down, Left then A or was it Left, Up, A, B, clap your hands, A+B, walk away then sigh?), steer clear of SFII. If you love old-school beat-'em-ups, pick a fight with SFII. It's destined to be a fan favorite, and it plays great on GBA.





COMMENTS: Drew—It's a great-looking game with crisp graphics and great play control. George—The ultimate version of SFII. Chris—I would highly recommend this to anyone who is already a fan of SF. For everyone else, go play something else.

- Capcom/32 Megabits
- 1 to 2 players
- Game Link compatible (multiple Game Paks required)
- 16 fighters

ALAN ★★★½
CHRIS ★★★½
DREW ★★★★
GEORGE ★★★★
JENNI ★★★½

TEEN T Violence. CONTENT RATED BY ESRB

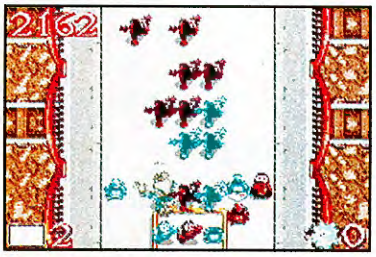
HOT POTATO

2½

Puzzle over potatoes from another planet.

In BAM!'s curious puzzle game, male and female Martian potatoes have crashed on earth, and the only way to get them home is to pair them with a mate. Not even a ton of Martian broccoli and cheese could disguise the fact that Hot Potato's "story" is half-baked, but puzzle games don't really need explanations. Besides, the meat of the potato game is matching colors, not arranging a Martian homecoming.

Basic Martian potatoes come in blue or red (and they're brought to life with goofy, likable animation), and you're driving a busload of girl taters who are on the prowl for matching boy spuds. You're always rolling forward, and you must launch rows of three girl taters at a time. Boys line the straight road you're driving down, and you'll wreck your bus if you crash into them. If the girls you launch collide with matching boys, they'll leave the road. The object is to keep a clear path on the road while matching spuds for points. Your score depends on how fast you drive, and administering power-up pills or clearing potato mobs from point pads will land you bonuses. You're always on the go, and the frantic pace of the game leaves you little time to think. Then again, a game about Martian potatoes isn't meant to be an intellectual experience. Hot Potato doesn't emphasize strategy—it's just on-the-go goofiness for players who want a little mindless, arcade-style action to go with their puzzles.



COMMENTS: Drew—If you peel all the details away, it's a simple, fast-paced puzzle game that seems to demand more luck than skill. Random, high-speed potato launching seems to be as effective as careful placement. Andy—Not very ambitious, but the concept works well. I think the game play is fun.

- BAM!/32 Megabits
- 1 player
- 2 modes

ANDY ★★★
CHRIS ★★★
DREW ★★½
JASON ★★½
SONJA ★★

EVERYONE E CONTENT RATED BY ESRB

JURASSIC PARK III: THE DNA FACTOR

Konami splices the genes of puzzle and action games.

2½

- Konami/64 Megabits
- 1 player
- 2 playable characters

In conjunction with the theatrical release of *Jurassic Park III*, Konami is creating a trio of related games for Game Boy Advance. Each Pak revolves around a different gaming genre, and The DNA Factor tackles two types at once—action games and puzzle games.

The combination may sound worse than mixing tourist-eating attractions with a theme park, but Konami strikes the balance well, alternating side-scrolling exploration levels with a round of genetic sharpshooting puzzles. You're on the hunt for DNA particles in the dino-filled action levels, and what you collect or leave behind has consequences in the puzzle round that follows. You shoot the DNA you've gathered to complete a dinosaur's genetic code, and you'll need to collect plenty of pieces in case you miss a shot and can't complete the double helix. Scrounging up every DNA particle is tough, though, since the action levels are extremely hard and the velociraptors and other beasts are cunning and persistent. Sloppy play control doesn't help things, and you'll move as gracefully as a brachiosaurus as you waffle, trying to figure out if you're too close or too far to attack or be attacked.

Audio cues, such as dino warning cries, will help you in some situations, and the game is worth listening to for its convincing sound effects. The graphics are sharp, too, especially the colorful settings and detailed dinos. The DNA Factor may not be engineered to perfection, but it's an adventure with bite.

COMMENTS: Alan—If you really hate your biology teacher, this will make a fabulous gift. The graphics are unfortunate, and hit detection is shockingly bad. Jason—The dino-dodging and puzzle action makes for intense, original fun once you get into it.

ALAN ★½
ANDY ★★★½
GEORGE ★★
JASON ★★★★½
SONJA ★★

EVERYONE E CONTENT RATED BY ESRB — Violence.

KEY

Adventure, Arcade, Fighting, Platform, Puzzle, RPG, Racing, Shooter, Sports, Strategy

★★★★★ Hooray!!!!! ★★★★ Wowee. ★ Huh?!!?
★★★★ Oh, happy day! ★★ Yawn... Arghh!!!

ESRB RATINGS

To contact the ESRB, call 1-800-771-3772.

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

- EC — Early Childhood
- T — Teen (13+)
- AO — Adult (18+)
- E — Everyone
- M — Mature (17+)
- RP — Rating Pending

CRITICAL MASS

Each game's overall score is an average of *all* of the critics' scores. To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:
ANDY:
CHRIS:
DREW:
GEORGE:
JASON:
JENNI:
JILL:
OLIVER:
SCOTT:
SONJA:

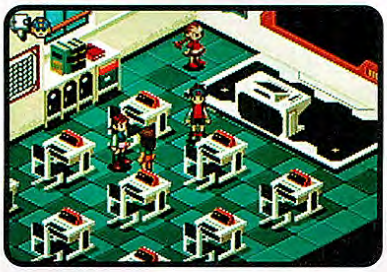
COMING NEXT ISSUE . . .

Volume 148 September 2001

Mario Kart: Super Circuit

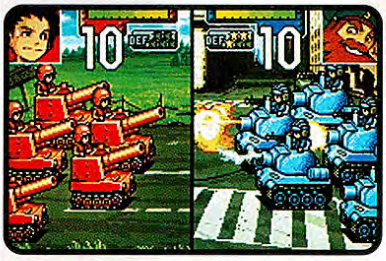
That rumbling noise in the distance is the sound of Mario Kart: Super Circuit heading for Game Boy Advance. You'd better make tracks to Nintendo Power's garage for a strategy tune-up, because Mario and his fellow drivers won't give you any brakes.

Mega Man Battle Network



Mega Man's gone digital in Capcom's unique new RPG for GBA. Before you jack-in to the Net for a battle, upload some of our expert advice. It's guaranteed virus-free!

Advance Wars Preview



War is swell—when you're playing Nintendo's new strategy game for GBA. Nintendo Power scouts are back from the front lines with an intelligence report on the forthcoming fireworks.

NHL Hitz 2002 Exclusive Preview

NHL Hitz will let you experience the fun of professional hockey, but you won't have to experience a concussion or a mullet hairdo. We'll hit the ice with Midway for a look at the Nintendo GameCube title.

PLUS!

- JURASSIC PARK III: PARK BUILDER
- KLONOA: EMPIRE OF DREAMS
- MADDEN NFL 2002 (N64)
- DRAGON WARRIOR MONSTERS II
- TOMB RAIDER: CURSE OF THE SWORD

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Volume 146 (July '01): Tony Hawk's Pro Skater 2 (GBA), Castlevania: Circle of the Moon, Alone in the Dark: The New Nightmare, Bomberman Tournament, Dragon Warrior III (GB), Lufia: The Legend Returns, Tony Hawk's Pro Skater 2 Preview (N64), Super Street Fighter II Turbo Revival Preview, E3 Special Report—Part 2, Pokémon Crystal Preview, Password Secrets for Legend of Zelda: Oracle of Seasons/Oracle of Ages.

Volume 145 (June '01): Super Mario Advance, Rayman Advance, F-ZERO Maximum Velocity, Pinobee: Wings of Adventure, The Legend of Zelda: Oracle of Seasons/Oracle of Ages, Pitfall: The Mayan Adventure, Castlevania: Circle of the Moon Preview, E3 Special Report, Tony Hawk's Pro Skater 2 Preview (GBA).

Volume 144 (May '01): The Legend of Zelda: Oracle of Ages/Oracle of Seasons, Mario Party 3, Xena: Warrior Princess (GB), Indiana Jones and the Infernal Machine (GB), Super Mario Advance Preview, F-ZERO Maximum Velocity Preview, Dragon Warrior III Preview (GB), Rayman Advance Preview, 2000 Nintendo Power Awards Winners.

Volume 143 (Apr. '01): Dr. Mario 64, Pokémon Stadium 2—Part 2, Aidyn Chronicles—Part 2, Kirby Tilt 'n' Tumble, Magi-Nation—Part 2 , Game Boy Advance Launch, Mario Party 3 Preview, The Legend of Zelda: Oracle of Ages Preview, Indiana Jones and the Infernal Machine Preview (GB).

Volume 142 (Mar. '01): Pokémon Stadium 2, Paper Mario—Part 2, Aidyn Chronicles: The First Mage, Mickey's Speedway USA (GB), Magi-Nation, Warriors of Might and Magic, Scooby-Doo! Classic Creep Capers (GB), The Legend of Zelda: Oracle of Seasons Preview, 2000 Nintendo Power Awards Nominations.

Volume 141 (Feb. '01): Paper Mario, Mega Man 64, *Star Wars*: Episode I: Battle for Naboo, Player's Choice Series (Perfect Dark, Pokémon Stadium, Pokémon Snap, Super Smash Bros., Donkey Kong 64), Heroes of Might and Magic II, Hype: The Time Quest, Mario Tennis (GB), Pokémon Stadium 2 Preview, Magi-Nation Preview.

Volume 140 (Jan. '01): Spider-Man, Banjo-Tooie—Part 2, The Legend of Zelda: Majora's Mask—Happy Mask Hunting, Tom and Jerry in Fists of Furry, Mega Man Xtreme, Metal Walker, *Star Wars*: Episode I: Obi Wan's Adventures, Robopon: Sun Version, The Powerpuff Girls in Bad Mojo Jojo/Paint the Townsville Green, Aidyn Chronicles Preview, Heroes of Might and Magic II/Warriors of Might and Magic Preview.

Volume 139 (Dec. '00): Banjo-Tooie, Indiana Jones and the Infernal Machine, The Big Takedown: WWF No Mercy vs. WCW Backstage Assault, The World Is Not Enough, Ready 2 Rumble Boxing: Round 2, Midway's Greatest Arcade Hits Volume 1, Pokémon Puzzle Challenge, Pokémon Gold & Silver—Part 3, Donkey Kong Country (GB), Disney's Aladdin (GB), Marvin Strikes Back, Paper Mario Preview, Mario Tennis Preview (GB).

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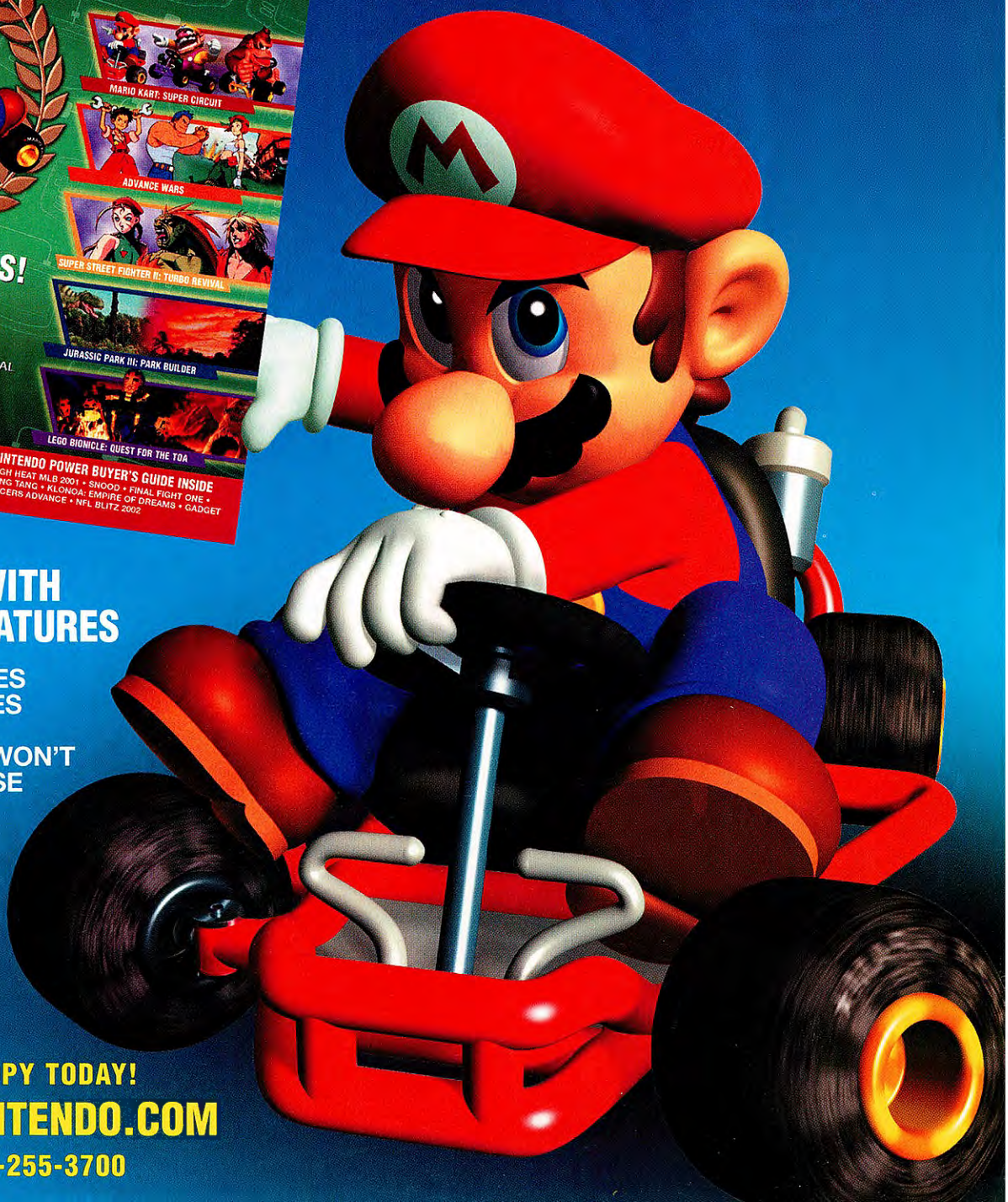

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Circle of the Moon™

all new for the Game Boy® advance

Use over 80 spell effects

Destroy Dracula's minions

Choose from 5 sub-weapons

T — TEEN — Animated Blood, Mild Violence — ESRB

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